

# The Omega Codex

## Volume One: Legiones Astartes



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Here begins the first volume of the Omega Codex. This Codex contains the knowledge to face any foe upon the battlefield, from the Legiones Astartes to the much vaunted forces of the Legio Custodes. No situation is perfect, and the best laid plans oft go astray. This tome is but a guide for those who are willing.



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# *~The Legiones Astartes~*



## The First Legion: The Dark Angels

The First Legion rules favour a melee-oriented Legion over a defensive, steadfast one. The Legio Prima does have a wide variety of wargear both melee and ranged, an uncommon balance available to few others.

- **Legion Special Rules**

- **Mastery of the Blade:** Any model using a combat blade, chainsword, heavy chainsword, power sword, terran greatsword, calibanite war blade or paragon blade (*modelled as swords*) hits on a 3+ when fighting someone with the same WS.
  1. *RAW Mastery of the Blade does not affect Force Swords..*
  2. *It works against Invisibility*
- **Covenant of Death:** If your opponent finishes the game with more units than you they get D3 victory points. Do note this also takes Allies into account, so either finish those Imperial Militia hordes or bring some of your own. .

- **Unique Wargear**

- **Pyris Extasis (Relic):** For the same cost as the Nanyte Blaster you get a box that causes *Fear* once per game. Not fantastic, although the wording implies ‘every’ unit in combat with a *unit on the bearers side*, so you get a chance to drop the entire enemy army down to WS1 for a turn.
- **Terran Greatsword:** A Two-Handed S+2 power sword with *Instant Death* for Praetors, Cents and Consuls with access to a Power Fist. Where it truly shines is against multi-wound units and MCs, like the Mechanicum's.
- **Calibanite Warblade:** A power sword with +1 strength, for no additional cost. Dark Angels characters may take these as a straight replacement for power swords.
- **Plasma Repeater:** Any model that can take a plasma gun can instead take a Repeater for 20 points, that gets you a Salvo 2/3, *Twin-Linked* S6 AP2 plasma weapon
- **Stasis Shell (Grenade launchers & Missiles):** Unique frag grenades/missiles that, besides their usual effects, cause -1 WS & I to all models in a unit ‘hit’ by these weapons.
  1. *In Age of Darkness, Combi-weapons can be Combi-Grenade launchers, so DA can take a stasis shell per squad, making it an auto.*
- **Molecular Acid Shells (Heavy Bolter):** Heavy Bolter ammunition which for 5 points per model (*any* model with LA(DA) and Dreadnoughts, ie. not tanks), conferring *Poisoned* (2+) and a variable AP value of D6 determined each time it fires.



- **Rite of War: Ravenwing Protocol** - *A powerful and fast assault force with special rules and equipment, which is undeniably better than the generic Skyhunter Phalanx Rite.*
  - **Iron Knights:** Jetbikes and Outrider bike squads may be taken as Troops choices, but are the only Troops choices available, furthermore, any Independent Characters must ride a bike or jetbike.
    1. This doesn't mean you're restricted to capturing objectives with bikes. Terminators, Vets, and Seekers (and this rite frees up Fast Attack spaces) all have Implacable Advance and function rather well with Dreadclaws.
    2. Oddly a fully-equipped ten model squad of Outriders costs more than the same number of Skyhunters with the most expensive upgrades, even though Jetbikes have the ability to Deep Strike and come free with Heavy Bolters.
    3. With Sky-Hunters you now get to have bikes in all slots if you take Apothecaries as Elites. A Primus Medicare is better, though, as he can take a Jetbike and thus adds another Heavy Bolter with Acid Shells.
  - **Knight Commander:** Independent Characters may re-roll wounds against T5 or higher opponents in melee. In addition Independent Characters gain pseudo-*Stubborn*.
  - **Search and Destroy:** Jetbikes and Skimmers may leave the board in the movement phase and enter ongoing reserves, where they gain *Outflank*.
  - **Hunt them Down:** Your units may re-roll Sweeping Advance rolls.
  - **Scour the Land:** Character models (including sergeants and such) may buy Rad Grenades.
  - The only vehicles available to the army must have either the Skimmer or Flyer rule.
  - All Infantry must begin the game embarked in a Flyer transport and enters play from Reserves.
  - You may not take a Fortification or an Allied detachment.
  - **Inviolable and Alone:** You cannot benefit from the Leadership values of models without the *Legiones Astartes (Dark Angels)* rule since you cannot take allies this logically refers to Agents of the Imperium or when playing as a Shattered Legion force.
- **Rite of War: Ironwing Protocol** – *An alternate version of Armoured Breakthrough/Spearhead, focusing on mechanized infantry optimized for close range fire fights, as opposed to a pure tank army.*
  - **Interlocking Fire:** Tank squadrons of two or more models fire their weapons at BS5.



- **Exterminators:** Infantry models that shoot enemies within 12" with a Pistol, Rapid Fire or Salvo weapon which has S5 or weaker gain +1 on to-wound rolls.
- **The Dust of Untold Worlds:** All vehicles ignore the first failed dangerous terrain check per game, in addition, vehicles may move an additional +1" when moving flat out.
- **Goliaths of War:** Dreadnoughts gain *Fear* and *Tank Hunters*.
- Infantry must begin the game deployed in a transport with enough space to carry them, in addition half of the units in the army must have the "Tank" type.
- If the enemy destroys all of your tanks (ie: half of your army) they claim an additional secondary objective, in addition to the Covenant of Death ones they would probably claim.
- You may not take a fortification or allied detachment

#### **Sworn Brothers:**

- **Salamanders**



The Second Legion: ++Redacted++



## The Third Legion: Emperors Children

The Emperor's Children favour a fast and hard-hitting playstyle. Fitting their bias for melee, they also have access to a plethora of alternate deployment methods, by virtue of Fulgrim's strategic acumen and their very reliable outflanking available from one of their unique RoWs.

The downsides to the Legion are not particularly bad, as being rather generic at ranged combat is a fair price for their plethora of close combat bonuses. Their special characters and unique units usually have a single thing that they are good at and need to work with the rest of your army to get the best out of.

- **Legion Special Rules**
  - **Exemplars of War:** All units with Legiones Astartes have the **Crusader** Special Rule. Characters with this rule also gain +1 Initiative on challenges.
    - +1 Initiative when fighting in a challenge is a significant advantage, giving your characters a high chance to kill their enemy equivalents without dying themselves. Keep in mind that even though Command and Palatine blade squads can get into challenges, they aren't characters, so they don't benefit from this.
  - **Flawless Execution:** +1 Initiative on the charge, unless it's disordered.
  - **Martial Pride:** Must issue/accept challenges, but if your character is defeated in the ensuing challenge and slain, his unit suffers -1 to their Ld for the subsequent Morale test
- **Rite of War: The Maru Skara** - *The "Killing Cut," this RoW focuses on opening with a fast-moving feint to tie up the enemy before the Killing Blow. Allows for good pincer maneuvers and enhances your overall mobility but gets predictable if you use it too often.*
  - **Open Blade:** In the first player turn, EC gain +1 to movement, run and charge distances.
  - **Hidden Blade:** Select 1-3 Elite/Fast Attack units and any attached ICs to place into reserve (which don't count towards the number of Reserve units you can have) and write down the turn number you wish them to arrive in (after the first), on a piece of paper you turn face down (so your opponent doesn't see it). Once the designated turn arrives, you turn the piece of paper face up, and your Hidden Blade units automatically arrive on that turn and gain Outflank.
    - If you're up against an opponent who likes to use reserve-disrupting abilities like a Land Raider Proteus' Explorator Augury Web or likes using the Alpha Legion's "Coils of the Hydra" RoW, the Maru Skara can put a stop to most of that nonsense since the Hidden Blade's arrival time is not affected by your opponent's abilities.



- Cannot take fortifications or allied Space Marine Legion detachments. EC are fellow warriors for both Mechanicum and Imperial Army.
- Must take a Legion Champion as a second compulsory HQ choice.
- In battles with the Slay the Warlord objective, failing to slay the warlord grants your opponent 1 VP.
- Cannot take any units with Immobile, Heavy, or Slow & Purposeful.
- **Rite of War: 3rd Company Elite-** *An exceptional Rite of War that fixes Kakophonii and lets you buy melee buffs, all without substantial drawbacks.*
  - Kakophonii become Troops (both compulsory and non-compulsory) and gain the Relentless rule.
  - Infantry units in Power Armour and Artificer Armour may take Sonic Shriekers for 2 points per model. Everyone in the squad must buy one if the option is taken.
  - Cannot take fortifications or allied *Space Marine Legion* detachments.
  - Counts as one level lower than normal on the Allies Matrix (e.g. Fellow Warriors becomes Distrusted Allies).
  - May only be taken by detachments that are Traitors.
- **Unique Wargear**
  - **Sonic Shriekers:** Xenos derived implants that **Independent** characters can take for 5 points. Inflicts a -1 WS debuff to enemy models in base contact that aren't immune to Fear.
  - **Phoenix Power Spear:** Instead of a Power Fist, any EC character can buy a Power Lance with +1S and **non-unwieldy AP2** on the charge, that afterwards reverts into a basic two-handed Power Sword.

**Lucid Blade (Relic):** S+1 Specialist power sword that has the equivalent of auto-block for melee weapons and was clearly intended to impart some measure of Fulgrim's "Sublime Swordsman" bonus to a worthy gene-son. The bearer of the Lucid Blade can choose to fight defensively and reduce his attacks value for an equivalent improvement in Invulnerable saves.

- The new rule book FAQ; Weapons which states "**Q: Do weapon special rules that say 'a model equipped with this weapon' or 'this weapon's bearer' take effect even when not used as the attacking weapon? A: Yes.**" *This means that your Praetor with a Paragon blade can attack with his Paragon blade while benefiting from an improved invulnerable save. Iron halo (4+) and 6 attacks (4+1+1 charging and two specialist weapons) +1 attack from digital lasers. Buff up the invulnerable save to 2++ and you can still make 5 str5 ap2 6+ murderous strike attacks at I7 and with a -1WS penalty for your opponent.*



- **Palatine Blades:** Elite swordsmen who operated outside the Legion's command structure and served as exemplars of the Emperor's Children's perfection. They have both WS5 and the Chosen Warriors rule, however, their Charnabal sabres, have AP- with its saving grace being Rending and +1I in challenges, but if you want something more reliable they can be replaced with beefier Power Swords, Lances or better yet, Phoenix Power Spears for quite a price increase. Counter Attack aids this squad's limited size, but if you want to make the unit effective you'll have to pull out all the stops and sink a lot of points into them by maxing out the squad and giving them the spears and Jump Packs. Since you can usually count on some members to die, not everyone needs a Phoenix Spear.
- **Phoenix Guard:** Fulgrim's bodyguard of Terminators, all armed with Phoenix spears. Their bonuses are +1 Initiative on the charge and Drawn combats within 6" count as a *win* for all allies. Yes, this applies even if nobody in the combat actually scored any wounds. They can all purchase Sonic Shriekers for reducing the WS of their opponents, making them excellent for hunting Elite units. They don't have any ranged weapons, so don't let them get caught out in the open out of charge range. You get 5 of them for the "cheap" price of 265 points, but since they wear Tartaros Terminator Armour they can perform Sweeping Advances (with Crusader for being Emperor's Children) and that alone could be enough to take them!
  - Dangerous, nasty assault troops but they need to be charging plural times in a game and that can be pretty tough to pull off. If you can get the charge you can maim even really nasty combat units, even Ultramarine Suzerains, but if you can't you lose everything that makes these guys special. Like the EC in general, you need to use them in combination with other units all charging together to pin down units in combat (and also to cover them once they've wiped out an enemy unit in melee).
- **Kakophoni:** The remnants of the 3rd Company under Captain Marius Vairosean and the first Noise Marines. They are Stubborn and have Sonic Shriekers (for tying up enemy chargers). Their weapons are S6 AP5 Heavy 2, *Gets Hot* but *Pinning*; if they cause an unsaved wound the targeted unit takes a Leadership test with a -1 for every unsaved wound and if they fail suffer D6 AP2 Instant Death wounds. Doesn't work on Fearless, and don't expect much against Stubborn squads.
- **Ancient Rylanor:** A Contemptor-Pattern Dreadnought responsible for overseeing the progression of the Legion's new recruits. He can inspire his fellow Emperor's Children with 'Mantle of Glory', giving them *+1 to combat resolution and re-rolls to Morale*, and as a Venerable Dread can re-roll results on the damage table. *Are the Crusader, Venerable, Mantle of Glory and +1WS upgrades worth 55 points over an equally equipped Contemptor that can also be squadrons in talons of 3? You're freeing an Elite slot and supporting your melee forces so perhaps, it might be.*



- **Saul Tarvitz:** Captain of the 10th Company and *de facto* leader of the loyalist Death Guard, Emperor's Children, and World Eaters who survived the virus bombings on Istvaan III. He's got a Sniper but he only has BS4. He also has a S+1 Rending two-handed Charnabal broadsword, but with only 3 attacks he's not really a melee character either. He's cheap enough with Preferred Enemy (Emperor's Children) and Counter Attack in his deployment zone.
- **Eidolon:** One of the Lord Commanders of the Legion. For the most part he's a fairly basic Praetor with 2+/4++ saves, MC Thunder Hammer, Archeotech Pistol and Sonic Shriekers with the option to use a Jump Pack that goes well with his "Coordinated Assault" Warlord Trait. His two unique tricks are a one use S2 AP- template with Rending and Pinning, which isn't likely to do much, and his Thunder Hammer loses Unwieldy in the turn he charges, and will strike at I7 due to the Shriekers and his LA rules.
  - Keep him well away from bike-mounted characters, Eternal Warriors, and anything else he mechanically can't one hit KO. Being forced to accept challenges can make for something of a problem if you end up too close to characters such as Sigismund, who can shrug off an unsaved hammer hit with ease.
- **Fulgrim:** A fairly cheap Primarch at just 380 points, Fulgrim specializes in speed and grace. Although his 5+ invulnerable save from the Gilded Panoply may seem laughable, his Sublime Swordsman rule upgrades it to 3+ when in combat while also giving the Phoenician bonus attacks equal to the difference between his Initiative of 8 and the opponent's Initiative. His Sire of the Emperor's Children rule gives all Emperor's Children units with the Legiones Astartes rule an *extra +2 to combat res* and the ability to reroll reserves while allowing Fulgrim to use the Crusader rule, but also forces Fulgrim to issue and accept challenges if anyone in combat has a WS greater than 5, which could be a problem if he challenges another Primarch or character inside a tarpit unit, only for Fulgrim to get tied up for the rest of the game. His main draw is the ability to *choose* his Warlord Trait for the duration of the battle, making him fairly adaptable.
 

Fulgrim can use the following Wargear:

  - **The Blade of Laer:** The Daemonic blade that caused Fulgrim's fall to Chaos uses his Strength score and combines it with AP 2. It also has Rending (which is only really useful against vehicles because of the weapon's inherent AP2), Two-Handed, and Specialist Weapon rules.
  - **Fireblade:** For games taking place before the Horus Heresy (or at least the war on Laeran), Fulgrim can swap The Blade of Laer for Fireblade, a Master-crafted Paragon Blade with Murderous Strike on a 5+. Clearly superior to the Laer as it has +1S, Instant Death on 5+ and Master-crafted far outclass Rending.
  - **Fire Brand:** A Master-Crafted Volkite Charger with the Shred rule.
  - **Krak and Plasma Grenades:**



- **Gilded Panoply:** This armor grants Fulgrim a 2+ Armor save and a 5+ invulnerable save (which becomes a 3+ per his Sublime Swordsman rule). If Fulgrim passes his Armor or Invulnerable save on a 6, the unit that tried to wound him must pass an Initiative test or be blinded.

Keep in mind that Fulgrim can choose his Warlord trait from either the Crusade list OR the Strategic Traits Chart in the WH40K 7th edition rulebook. Do note that since normally Primarchs can't take a Warlord Trait (Legiones Astartes Crusade Army List page 80) this is a HUGE advantage that Fulgrim has over his fellow demigods

- **Sworn Brothers:**

- **Iron Hands:**
- **Sons of Horus:**
- **Salamanders:**



## The Fourth Legion: Iron Warriors

The Iron Warriors are a ranged oriented Legion with a knack for attrition warfare. They are the offensive-siege specialists, coming to make a mockery of the enemy's hiding places, make them keep their heads down and claim No Man's Land as their own without giving any terrain themselves. Having strong ties with the Mechanicum (especially the Ordo Reductor), mechanized formations are also within their scope of warfare, as well the inclusion of battle automata, although common builds include lots of Heavy support choices as well as lots of barrage weapons.

- **Legion Special Rules**
  - **The Bitter End:** Your opponent (not you) may force full 6 game turns rather than rolling for random length.
  - **Wrack and Ruin:** Iron Warriors do not suffer morale tests from shooting attacks and may re-roll failed Pinning tests - *97.3% passing odds*. All grenades and melta bombs gain Wrecker.
- **Warsmith:** A free Praetor upgrade that forces him to be the Warlord if Perturabo isn't in play and gives the enemy an extra VP if slain. In exchange, the Praetor gains Stubborn and gives up a Warlord trait for Shatter Defenses (lower a chosen terrain piece's cover save by 1). Can't use a Jump pack, Bike or Jetbike, but can be upgraded with *Battlesmith* + Servo-arm combo for 35 points.
- **Rite of War: The Hammer of Olympia** - *Focuses on heavy firepower and allows relentless close ranged assaults with no real limitations.*
  - **Hail Of Fire:** After firing a Rapid Fire weapon, a unit with the Legiones Astartes (Iron Warriors) rule may declare an assault as long as they haven't used Fury of the Legion, counting as a Disorganized Charge.
    - Even though in marine vs marine engagements BS4 does hit more often compared to WS4 (on a 3+ against same-WS 4+) because it exchanges a melee attack for a shooting one it has a decreased chance of actually winning the melee which when combined with an increased charge distance may result in failure to even assault.
  - **Sheathed in Steel:** All Tanks and Walkers gain Extra Armor for free.
  - **Siege Engineers:** Can take an additional Heavy Support choice.
  - Warsmith or Siege Breaker must be used as compulsory HQ choice.
  - Must take more Heavy Support units than Fast Attack units.
  - Must take an additional compulsory Troops choice.
  - Cannot take an allied Space Marine detachment. However, you can still take an allied Mechanicum.
- **Rite of War: Ironfire** - *March your infantry forward amidst raining artillery fire*
  - **Rolling Bombardment:** Firing barrage weapons within 12" of your own units allows them to only scatter a single D6 for better accuracy,



but it gets better. When you resolve the attack, leave an "Ironfire" counter at the point underneath the blast and from then on, further barrages do not scatter at all if within 18" of these markers *and* within 6" of your own units, meaning you can inch your forces forward turn by turn under a deadly accurate series of carpet bombs. This rite of War really needs to be combined with all your Artillery and Quad Mortars to have a real impact, plus enough appropriate units to act as "fire guides". All Ironfire counters are removed should a turn pass with no new counters placed.

- **Ride the Ironfire:** Iron Warriors within 6" of an Ironfire marker become *Fearless*.
- You must always be the attacker in missions with Attacker/Defender roles (which is more significant that it looks, since it means your army will never get 'ambushed' during an ambush deployment)
- You may never take Fortifications or Allied Space Marines detachments. Mechanicus allies are still available.

- **Unique Wargear**

- **Shrapnel Bolts:** All Heavy Bolters (including Twin-linked and Quad) can get Pinning and change their AP to 5. Pinning is fantastic in Age of Darkness as ATSKNF doesn't exist and fearless/immune to pinning units are few and far between. This allows stock Heavy Support squads, Fire Raptors, Rapiers and Dreadnoughts become more competitive and thus, you can divert your points to other places. Almost all your transports can take them and even Jetbike squads.
- **Cortex Controller:** Can be used by Warsmiths and Forge Lords, but also Techmarines too, to bring Castellax. The models that can take it also have 'Battlesmith', which allows them to heal Battle automata on a 4+ (because Servo arm adds to the repair roll and 'Heal' counts as such).
- **Blind Helm of Black Judges (Relic):** The offensive version of the Warp Shunt field. A helmet recovered from the Black Judges that shoots only in overwatch. You get 2D6 S5 AP3 shots at full ballistic skill.

- **Tyrant Siege Terminators:** Recruited from the most battle hardened Iron Warriors, they are the selfless elite Siege & Assault vanguard of the Legion. These Terminators have Wrecker as an inherent rule, and all of them have Cyclone Missile Launchers by default and can fire them and their combi-bolters in the same Shooting phase. In addition, the Siege Master has an Omni-scope which grants them Night Vision and Split Fire, and only he can take a combi-weapon. Cataphractii armour means that they can't overwatch. They can also swap their default Power Fists for Chainfists, but they'll need a transport to catch vehicles, so save this for buildings.

- **Iron Havocs:** They have BS5 and Tank Hunters by default, and *their Deadly Aim lowers their target's cover saves by 1*, which stacks with Shatter Defenses. They're initially equipped with Heavy Bolters plus Shrapnel Bolts, which they



can exchange for Autocannons for free, and Hardened Armour. Their initial cost is a little higher than a default Heavy Support squad with Hardened Armour, essentially paying 25 more points for the bonus rules and stats, however the same unit with Autocannons would cost exactly the same. Additional members are a little more expensive, but their weapon options make up for this: their missile launchers essentially come with free flakk missiles (which are still terrible), and their cheaper lascannons mitigate the price difference. However, their arsenal is limited to the four previously mentioned weapons, meaning they're confined to the anti-armour role.

- **"Iron Circle" Domitar-Ferrum Class Battle Automata Maniple:** Starting off with a decent statline of WS/BS4, Str/Toughness 7, 4 wounds, I/A 3, Ld8, 3+/5++; they cost 205 points each and can be taken in a unit of up to 6. They are armed with a Olympia Pattern Bolt Cannon (pretty much 5-shot Pinning Heavy Bolters), Graviton Mauls (S10 AP2 Concussive Wrecker *non-unwieldy* hammers with *Crushing Blow*: A hit of a 6 causes an additional automatic hit), Karceri Battle Shields (D3 HoW per model, 5++, and when un-engaged in combat all charges against them are disordered) as well as a searchlight + frag grenades. *Moving Bulwark* allows them to reroll failed armor and invulnerable saves against blast and template weapons, improving their invulnerable save to 4++ when at least two of them from the same unit are in BtB contact, and allows ICs with the Legiones Astartes (IW) rule to join them despite being MCs, getting the benefits of the shields and Moving Bulwark in the process. *You could attach a Forgelord to the unit and give him a Cortex controller so he can restore the Iron Circle's wounds, while his rad grenades enable them to instant kill units that are normally toughness*
  - These guys can also be taken as replacement for Perturabo's Command Squad and may be augmented with either +1WS, +1 Initiative, +1 Ld (avoid since Perty is already Fearless) or gain Feel No Pain(6+) (helps but it's not good enough), but no other Independent characters may join this unit.
- **Erasmus Golg:** Leader of the 11th Grand Company and member of the Trident who co-led the attack on the Imperial Fists at Phall. When he is the Warlord he causes Fear and lets you bring Terminators as troops, and if he's attached to any squad in Terminator armour he gives the whole unit *Hammer of Wrath*. He comes with a Nuncio Vox granting artillery his LOS, and his special rules allow all Iron Warriors on his side to use his mediocre Ld.of 9. He's also one Attack down on his stats next to other Praetors. Golg proves his value in by basically providing "Pride of the Legion" without taking the Rite of War.
  1. *Take Orbital Assault with Golg, effectively combining it with the best part of Pride of the Legion.*

**Kyr Vhalen:** Loyalist character, Vhalen is a *Warsmith* (granting Stubborn, even if it's not listed) with Servo arm (and presumably Battlesmith too, as that's a paired upgrade), FNP(6+), and Cortex controller to bring them bots. He's also really good on



the defensive, with the ability to buff fortifications, disrupt charges and make 1 unit re-roll failed To Hits of 1 in the deployment zone. However, when you want to be on the offensive, his *Iron* halo, 6+ FNP, volkite charger, wrecker melta bombs, servo arm and Paragon blade make him a fearsome contender, along with the fact that you can take the Hammer of Olympia with him alone for being a Warsmith. And he's cheaper than the generic Praetor would be but he gains many special rules and a 6+ FNP.

**Narik Dreygur:** An Iron Warriors Praevian, so he can't fill Compulsory HQ, but brings Castellax or Vorax MCs to the party and grants them PE. They don't benefit much from the Legion rules, so give them Tank hunters, Scout or Furious assault. Other than that, he has Artificer Armor, a Refractor Field, a MC Bolt Pistol (very good so he can grant PE to his retinue), a Power Fist and +1W. He may also be included in any army with either Cassian Dracos or Xiaphas Jurr as the Warlord, being able to bring Iron Warrior Veterans that don't use up a FOC slot but cannot fill any compulsory choice and are treated as Desperate Allies by all friendlies besides Cassian and Xiaphas. He also gains Zealot and Rage within 12" of Cassian, meaning he sort of becomes a chaplain for his Battle Automata near him.

**Perturabo:** 455 points is rather costly, but worth it - The **Sire of the Iron Warriors** makes all his children *Stubborn*, and lets his force roll for reserves right off the bat. A **Relentless Strategist**, he gives all models in his army Furious Charge (not only Iron Warriors) whilst in the enemy deployment zone. Once per game he can call down a bombardment (S9|AP2|Ordnance D3|Barrage|Twin-Linked, and doesn't count as firing a weapon that turn) to blow shit up, which is further bolstered by the fact that all of his attacks have Wrecker and Tank Hunters. The Lord of Iron has the following Wargear:

- **The Logos:** Perturabo's custom Terminator armor is 2+/3++, but also incorporates additional wargear and special rules.
  - It makes him immune to Concussive and Blind.
  - Makes his bare hands S(User, aka 7) AP2.
  - Allows him and all Terminators Deep-strike. Unfortunately Golg needs to be the Warlord to make Terminators troops, but you can always take Pride of the Legion.
  - Has an in-built wrist-cannon (S6|AP3|Assault 3|Twin-Linked and Rending).
  - Has a Nuncio vox, to help with Deep striking Terminators and artillery barrages.
  - Has a Cognis-signum which further grants Night vision, denies Infiltration and grants Interception within 18". Can be +1BS to a unit if he doesn't shoot that turn.
  - Cortex controller.
- **Frag Grenades.**
- **Forgebreaker:** Horus gave it to him after Ferrus Manus became shorter by a head. Perturabo can use it for 35 points. It maintains the S10 AP1 profile with Concussive and Strikedown, but in Pert's hands it gains Blind for the price of the Unwieldy.



- **The Tormentor:** In 3000+ point games, Perturabo can take this special "transport" for 500 points, although calling a Shadowsword with a void shield, the Command Tank upgrade, a transport capacity of 15 and a rear access point as well as all upgrade options available to a regular Shadowsword without taking up a Lord of War slot.
- **Weaknesses:** Only 4 attacks. Even with the hammer, he can kill only so many models, which means he can't go solo. He needs a retinue badly because he's one of the few Primarchs that doesn't have a reliable way of dealing with tarpits; fittingly enough the Iron Circle can do this, but they're very expensive themselves. To get your points worth you really need to be making maximum use of his special rules.
- **Sworn Brothers:**

**World Eaters**  
**Mechanicum**



## *The Fifth Legion: White Scars*

The hunter's role fits them well, and with their rules the Scars can do well either at a distance or engaged melee.

### **Legion Special Rules**

- **Swift Action:** Any unit that ends the Movement phase a full 6" away from its starting position in the movement phase - or 12" if it's a vehicle, bike, or jetbike - (this means you'll have to go in a straight line), in the Movement and/or Assault phase they can re-roll failed to Wound rolls of 1 for all attacks, and they gain a cover save of 6+ or improve an existing cover save by 1, to a maximum of 3+.
    - Do note that this lasts until the beginning of the controlling player's next turn, so you get to those boosted cover saves for the enemy's movement and assault phases during their turn too.
  - **Eye of the Storm:** A White Scar warlord adds +1 to the roll to determine turn order/Seize the Initiative, as well as the first reserve roll of each turn.
  - **Born in the Saddle:** Skilled rider. *Even if they don't have a bike, Skilled Rider makes the unit auto-pass Dangerous Terrain tests.*
  - **To Laugh in Death's Face:** You must take at least one fast attack if you take heavy support choices. Doesn't apply in Zone Mortalis missions.
- **Unique Wargear**
    - **Power Glaive:** Any character with a power weapon can swap it for a versatile glaive, which can be wielded One-Handed like a power sword, or Two-Handed as a power axe without unwieldy.
      - *Unless you're going against regular marines you should always use the Two-Handed stance*
      - *Independent Characters can purchase one for the cost of a power sword. Give this to a Legion Champion to make it Master Crafted on a WS6 model with Precision Strikes. Even Praetors should consider this, as it constitutes a 10pt discount to a Paragon Blade for no drawback against single-wound models. Well, at least in a small list.*
    - **Cyber Hawk:** A Cyber-hawk is a wargear option for any WS praetor. Basically, it can be placed anywhere on the board at the start of each turn, and infantry with LA(WS) get to reroll 1s to hit when shooting against any enemy units within 6" and may reroll charge range against said units, the cyber-hawk can not be charged or shot at, and doesn't count as an actual model, only a counter. Vehicles, including Dreadnoughts, don't benefit from it.
    - **Parthian Serpent (Relic):** Oddly a Heavy Weapon relic. You get a magic bow, S6 AP2, Skyfire/Interceptor/Heavy 1. Always fires at full



ballistic skill, so being a heavy weapon or having Skyfire is not actually a hindrance. It also has precision shots if you want to pick your targets and it also causes Pinning.

- **Rite of War: Chogorian Brotherhood** *Focused on bikes, nothing prevents them from bringing heavier elements, and the boosts apply to most of your units instead of only bikes, making this a quick and balanced force without real limitations, and hands down better than Skyhunter Phalanx.*
  - **Ride Like the Wind:** Bikes and Jetbikes become the compulsory scoring Troops.
  - **Lightning Strike:**
    - Bikes and Jetbikes gain Hit & Run
    - Infantry units without Heavy, Salvo or Ordnance weapons get Hit & Run and Outflank. Infantry units with any such weapons only gain Outflank instead.
    - Infantry that doesn't begin the game inside a transport begin the game in Reserves.
    - Vehicles with more than 3 HP that are not fast must begin the game in Reserves.
  - The Warlord must have a Bike or a Jetbike.
  - Can't have more heavy support than fast attack.
- **Rite of War: Sagyar Mazan** *Only usable in a Scar led shattered legion army.*
  - **Death Seekers:** Upon the death of any unit which granted victory points to the enemy roll a D6. On a 4-5 no VPs are awarded; on a 6 your side gets the VP instead.
  - **Serpent's Eye:** Every model with the Legiones Astartes rule is Fearless for the first turn of any assault.
  - Must be Loyal.
  - May not have more vehicle than infantry units.
- **Sworn Brothers:**
  - **Sons of Horus Salamanders**



## The Sixth Legion: Space Wolves

The Wolves have a very unique way of warfare among the Legions with the Sons of Russ focusing on massed infantry with a broad and omnipresent command structure.

- **Legion Special Rules**

- **Bestial Savagery:** Gain +1WS if they have successfully charged, have the Counter-Attack special rule, and must perform a Sweeping Advance if they won combat after charging or being charged.
- **Hunter's Gait:** Models without jump packs or terminator armour gain +1 to run and consolidation moves.
- **Preternatural Senses:** Night Vision, Acute Senses, and enemy Infiltrators may not deploy within 18" regardless of line of sight
- **Space Wolf Army Selection:**
  - Only Centurions (i.e., not Consuls) and Praetors can be Compulsory HQs.
    - *Does this mean that Delegatii and the "Chosen Duty" RoW cannot be taken at all?* Well, technically you can, with Centurions fulfilling the Compulsory slots and Delegatii in the optionals, but it's debatable if Chosen Duty will work - see a note on Grey Slayers.
  - Must take at least 1HQ for each 1,000pts (1,500pts etc must take 2) Regardless of the force organisation chart being used.
  - Chaplains, Librarians and Primus Medicae may not be taken - They're all replaced by Priests of Fenris in their two modes.
  - "Only Grey Slayers may be taken as compulsory Troop choices by any Space Wolves Detachment", all other Troops choices from the Age of Darkness List gain the Support Squad rule.
    - In conjunction with the VI Legion's LA rules, Breachers surprisingly rise in considerably: Their shield-derived Defensive Grenades coordinate well with Counter-Attack to make them a cut above others for absorbing charges, their intended job; furthermore, the run penalty Breacher's suffer thanks to Void-Hardened Armour is evened out with the La's run distance boost. Consider Breachers as solid backup to Combat Shield-wielding Grey Slayers.

- **The Sagas of Blood and Night** Warlord Traits which replace both the stock Legion and BRB tables.

- **The Get of the Wurm:** Choose D3 infantry squads composed of 5 or more models to gain *Fear* and Defensive Grenades (Redundant on Breacher squads, and by extension anyone using a Boarding Shield).



- **The Howl of the Death Wolf:** For one turn only, all Run and Charge moves the army makes may be rerolled. (*Leman Russ has this in addition to his "Sire of the Legion" rules*).
  - **The Hunger of the Void:** Your Warlord has *Rage*.
  - **The Waster of the Land:** The Warlord and his unit gain *Move Through Cover*, and whenever he and his unit shoot at a target within 12" they gain the *Ignore Cover* rule.
  - **The Crown Breaker:** The Warlord gains *Preferred Enemy (Independent Characters)* and also gains *Feel No Pain (5+)* when fighting a challenge.
  - **The Shield of the Wolf King:** The Warlord gets *Stubborn* and so does his unit.
- **Rite of War: The Pale Hunters**
    - **The Circling Wolves:** Units from this detachment gain +1 on reserve rolls.
    - **Bleed & Harry:** Infantry units not wearing Terminator Armour gain *Hit and Run*, but roll 2D6 for distance moved instead of 3D6.
    - **The Fury of the Pack:** Whenever a Space Wolves unit charges into an enemy unit *already* locked in combat, they gain a further +1 attack for charging.
    - The detachment may not take any kind of Drop Pod, or any Artillery or Fortifications.
    - The detachment may only take a single Heavy Support slot.
- **Rite of War - The Bloodied Claws**
    - **Oath of the Bloodied Claw:** Grey Slayers and Assault Squads gain the Furious Assault (charge?) rule, but must always declare a charge if they are able to do so.
    - **Overwhelming Assault:** Units in the detachment gain +1 to combat resolution scores when in the enemy's deployment zone.
    - **Howl of the Death Wolf:** The Warlord has this trait in addition to his existing one. If he already has Howl, (*see Russ*) then he can use it twice per game.
    - The detachment may not take any Immobile, Artillery or Slow & Purposeful units.
    - You may not take an allied Space Marine detachment, however Mechanicum and Auxilia/Militia are still allowed.
- **Unique Wargear**
    - **Fenrisian Wolf:** Praetors or Centurions without jump packs can buy up to two of them. These are bulky with Counter-Attack and Preternatural Senses with 4's in most stats and BS0 W1 A2 Ld5, and a 6+ save, but don't count as Beasts. Cyberwolves are a 5 point upgrade for FNP.



- **Frost Weapons:** Any Independent Character with a Power weapon can make them +1S and specialist for a few points. Some of the Legion's unique units also get access to them. Special mention given to the great frost blade, a two-handed S+1 AP2 Master Crafted sword that forces the wielder to fight at -1 Initiative, but gains +1 Attack if fighting multiple enemies. Also note there is no benefit to taking Frost Axes over Power Fists, as they have the same availability, cost the same or more, are both Specialist AP 2 but Power Fists get 2 more strength.
  - **Aether-Rune Armour:** Artificer Armour that adds a wound and lets you re-roll DtW. Available to Priests of Fenris and Praetors. *This includes Forge Lords, Masters of Signal and Praevians, thanks to a little sidebar on the Priests of Fenris entry explaining that these high-ranked Consuls are types of Iron Priest.*
  - **Burning Claws (Relic):** A single Wolf Claw with extra master-crafted and armourbane.
- **Forge Lords** can buy Cyber-Wolves in place of the basic Servo-Automata for 15 pts each.
  - **Grey Slayers:** Compulsory troops choices. Their special rule - "Warrior's Mettle" replaces Fury of the Legion. Grey Slayers can run or shoot bolters and charge in the same turn, at a -1 penalty to the charge distance. No ICs (apart from Geigor) or apothecaries have or can get this rule.
    - Grey Slayers start off with bolt pistols and cc weapons, and can buy bolters and combat shields, and replace chainswords with a power weapons, across the whole pack. One in five can take a combi-weapon, a fist, a claw or a plasma pistol or hand-flamer. Huscarl (Sergeant) mostly gets normal options, with the Great Frost Blade as a standout. All in all, Tac equivalent with a heavier assault bend. Needless to say, bringing this unit to the board just for bolters is a waste of potential.
    - *Outside of an all Varagyr army with Russ, there is no reliable way to shift these guys from the coveted Compulsory Troops slot. Legion rules take precedence over vanilla ones, and if LA says you **must** do something, no RoW can cancel it - which thereby clips the range of available of RoWs, like Fury of the Ancient for Word Bearers.*
  - **Deathsworn Pack:** Essentially Wolf Destroyers. Each has a pistol and power axe, as well as special stasis bombs that act more like chemical weapons, with Fleshbane, Gets Hot, and Pinning. These bombs also count as defensive grenades and if someone flees from them, they have to roll 3d6 and take the lowest. Deathsworn are keen in melee, as they get to wield en-masse AP 2 (axe, hammer or fist), get Fearless in combat, can take Rad grenades get all of their attacks as long as at least one model is alive at the point they'd resolve their attacks, with dead models only being removed after they've made their attacks. The units also get artificer armour, however only Speakers of the Dead can join these units.
  - **Varagyr Wolf Guard Terminators:** Cataphractii Terminators armed with frost weapons. They have a S5 Hammer of Wrath attack, and any model can



accept a challenge. If the members of the Varagyr kill an enemy challenger, they get a +1 bonus to combat resolutions. The Champion gets two wounds, and models can replace their frost weapons with powerfists, chainfists or TH hammers and any model can replace its combi-bolter with a combi-weapon, another frost weapon, a heavy flamer or a reaper.

- **Priest of Fenris:** Librarians, Chaplains and Primus Medicae. There are two sorts of Priest, and although they share a statline and option set, the differences are boil down to three main types.
  - **Speaker of the Dead:** Wolf Priests with medical balms (a 5+ Feel No Pain), but do not have the ability to recover lost victory points from fallen units. A Power Maul as a stock weapon, and a special one-use grenade - 4+ Poison and AP- Rending at Assault d3+1. Speakers are Fearless, grant Preferred Enemy Infantry to their unit, and function as an Apothecary.
  - **Caster of Runes:** Rune Priests which are ML1 psykers, with the option for ML2, have Force Weapons and the Runic Matrix, a tool that allows a single re-roll to a DtW test per turn, but in return limits the number of Warp Charges channellable when manifesting powers to 4. Casters have access to Biomancy, Divination, and Telepathy.
    - Priests of Fenris cannot take Jump packs/bikes/jetbikes, which can be a major nuisance for some playstyles.
  - **Iron Priests:** Masters of Signal, Forge Lords, and Praevians taken in a Space Wolves legion force are renamed to this, with slightly different wargear options.
- **Griegor Fell-Hand:** An old Praetor with only WS5 and Power Armour. Fell Hand is a S+1 AP2 Master Crafted Lightning Claw, and Grieg also shares the Grey Slayer's Warrior's Mettle special rule. Crown-Breaker is his Warlord Trait.
- **Hvarl Red-Blade:** Praetor with an additional Wound special character in Tartaros Armor. Hvarl's Hearth-Splitter is a S+2 Power Axe with Armorbane, and without Unwieldy. Accompanying this is a Grenade Harness, a Heavy Bolter and an Iron Halo. Red-Blade has Fear and the ability to give three Infantry Units Scout, while his Warlord Trait gives all allies within 12" PE (Infantry).
- **Leman Russ:** The Wolf King Leman stands at a healthy 455 points, equal in cost to Ferrus but far more destructive. A Primarch-standard 6 on everything except WS9, I7, and Ld10, making him a useful all-rounder at smacking things with his two melee weapons. Varagyr WG Termies and Veteran Tacs are available as Troops under the Wolf King's auspice, and Veterans can also take Warrior's Mettle as an alternative tactic. Sire of the Space Wolves gives Russ Night Vision, Counter-Attack, Hunter's Gait, Preternatural Senses, and a Howl of the Death Wolf. The army acts as if they have +1 Ld while Russ is alive. The Lord of Winter and Ruin uses the following Wargear:



- **The Armour Elavagar:** A 2+/4++ suit that ups to 3++ against Flamers, Melta, and Plasma. Anyone in combat with Russ suffers -1 to hit, with the penalty rising to -2 if they stay there for longer than a round.  
*Consider using expendable infantry as a blocking force between Russ and the models you want to actually kill him.*
- **Axe of Helwinter:** It's a +2 S master-crafted power axe with Sunder and without Unwieldy.
- **Sword of Balenight:** A Shredding AP2 power sword, with the Sever Life rule, causing any model that suffers one or more wounds from the weapon to roll 2d6 and compare to their Toughness; if the result is higher, D3 additional wounds at AP2 are incurred.'
- **Scornspitter:** An AP3 Bolter-Bolt Pistol with Rending and Assault 3.
- **Frag Grenades:**
- **The Wolf-kin of Russ:** These two wolves can only be taken alongside Russ, and count as a HQ in all aspects except they don't occupy a slot. Russ cannot join the duo, but if he is within 6" the wolves do a look out sir on a 2+ for him (that's 8 additional wounds there). They're both 5's across the board except for BS0 W4 A3 Ld8, AP4, have rending bites, and a several special rules. The two are distinguished by Geri's Precision Strikes and Freki's Crusader. The drawback is their mere 5+ save however they do have a 5+.
- **Sworn Brothers**
  - **Imperial Fists**
  - **Salamanders**
  - **Raven Guard**



## *The Seventh Legion: Imperial Fists*

The Imperial Fists are comfortable at both long and short ranges. At their most basic, they have improved firepower when using bolt weaponry and their characters are fantastic in challenges.

They also have some very powerful special characters and units and they have access to some of the best Legion-only wargear available, not to mention being one of the few legions with Eternal Warriors. Coupled with their access to shield formations, ignore pinning in cover and relying on an Infantry-heavy army, they represent well their fluff as masters of defensive sieges

- **Legion Special Rules**
  - **Disciplined Fire:** Heavy Support squads have Tank Hunters, and all infantry add +1 BS when firing Boltguns (including the bolt part of Combi-weapons and Combi-Bolters as well), Bolt Pistols, Heavy Bolters and Quad-Bolters.
  - **Blood and Honour:** You can't choose to fail morale checks, Characters must issue challenges, and get to reroll rolls of 1 to hit while in them. You can still decline challenges.
  - **Unshakable Defence:** Immunity to Pinning when in cover or in fortifications/barricades.
  - **The Bitter End:** Your opponent (not you) may force full 6 game turns rather than rolling for random length.
- **New Rite of War: The Stone Gauntlet** - *A defensive stance that encourages you to let the enemy come to you.*
  - Phalanx Warder Squads can be used as Troops choices.
  - **Resolve of Stone:** Anyone with either a Boarding Shield or Storm Shield in coherency with two other models which also have shields gains +1 Toughness. This bonus can't be used if the unit the model is part of runs, charges, or makes a Sweeping Advance.  
*The trick to destroying these units is to fire into their flanks as generally the model on the end will always only have one model in coherency and loses the bonus.*
  - **Shield Charge:** A model which fits the criteria for Resolve of Stone also gains Hammer of Wrath.
  - Breacher Squads are the only permitted compulsory troops.
  - No Deep Striking. You can still infiltrate.
  - Cannot take more Elites and Fast Attack choices (total) than Troops choices. (e.g. if you have 3 troops choices, you can take 1 elites and 2 FA or vice versa, but their total number can't exceed 3).
  - Can only take one Consul (except for Champions).
    - No restriction on allied Legions.



- **Rite of War: Hammerfell Strike Force** - *This Rite is for a fast infantry army, however, you cannot Deep Strike your units turn one like some RoWs allow, vehicles start in reserve, and no allies nor fortifications are allowed.*
  - **Teleport Array:** Any infantry unit can buy Teleportation Transponders at 15pts and ICs can do so at 10pts
  - **Landing Force:** Phalanx Warder Squads are troops.
  - **Blinding Luminescence:** Everything that Deep Strikes get shrouded the turn they arrive and every enemy within 12" and line takes a blind test.
  - Vehicles must start in reserve.
  - No allies or Fortifications for you.
- **Unique Wargear**
  - **Vigil-pattern Storm Shield:** 3+ invulnerable save, but may never claim an attack for two CC weapons. Any legion Terminator or Terminator-armour-equipped character may exchange their Combi-Bolter for this if equipped with Terminator armor.
  - **Solarite Power Gauntlet:** Any IC who uses a TH can replace it with a Master-Crafted Power Fist with AP1, and without specialist weapon.
  - **Teleportation Transponder:** Lets Terminators Deep Strike.
  - **Prototype Iliastus-pattern Assault Cannon:** An Assault Cannon with S6, AP4, Heavy 4, and Rending, however, rolling 3x1s when it fires causes it to jam and stop working for the rest of the game.
  - **Indomitan Mantle (Relic):** It gives you Eternal Warrior and a 3++ against Melta.
- **Templar Brethren:** The guardians of the Phalanx's Temple of Oaths and First Company of the Imperial Fists. (WS5) with power swords and Furious Charge. They also have the option to take combat shields and the entire squad can take Melta Bombs. The Champion has 2 wounds and is the only one able to replace his power sword with something else. Also remember that they are not Chosen Warriors, so only the Champion can issue challenges.
  - The Champion with a Solarite Power Gauntlet, thanks to Furious Charge, is S9 Ap1 with 4 Attacks on the Charge.
- **Phalanx Warder Squad:** Overpriced and redundant Breacher squads with a rule that if they get charged, they gain +1 WS if they have at least 5 models remaining. This does affect joined characters. Option to add up to 10 more at 15 pts a model. One in each group of five can take a special weapon, and while they can't take Volkite Chargers or Grav guns, they can take Combi-Weapons, Plasma guns, Breacher Charges and Thunder Hammers. Also, every model can exchange its Bolter for a Power Axe.
- **Sigismund:** The First Captain of the Imperial Fists Legion and one of the greatest warriors of the Legiones Astartes. He's got 4 wounds, protected by Eternal Warrior, the dueling rule, but with Instant death instead of Rending, while also forcing rerolls of successful invulnerable saves. 4 re-rollable attacks at WS7 and Initiative 5 (I6 on the Charge). His Black Sword is a two-handed



S+2 AP2 paragon blade that causes instant death *only* in challenges. He also makes Templar Brethren Troops, and gets +1 VP for killing the enemy warlord, after which all units in his army get +1 CR.

- **Alexis Polux**: Alexis Polux was the Captain of the 405th Company and master of the Retribution Fleet at Phall. He's a void-hardened power-armoured Praetor with -1 BS/A, but with S5, a master-crafted Power Fist with a gauntlet mounted Combi-melta, and a Vigil pattern Storm Shield for 3++. You drop the Unwieldy rule from his mighty fist in exchange for dropping his attacks stat down to 1, but you still get 2 attacks on the charge. Also, as a master of void combat he lets you teleport in an Imperial Fist infantry unit of your choice via Deep strike and he allows his unit to pass/fail morale or pinning checks at his leisure. Lastly, if he is the warlord he can redeploy one unit in his army before the turn order is determined, with the option to even put it in or out of reserves.
- **Rogal Dorn**: At 385 points he's the 3rd cheapest Primarch. The Emperor's Praetorian and any unit he joins has Crusader and Furious charge and allows all Imperial Fists to use his Ld for Leadership and Pinning tests, while also granting a +D3 bonus to the outcome of assault results for himself and his Legion as long as he's in play, Fulgrim style. In addition to that, he also makes Phalanx Breacher Squads and Legion Terminators Squads Troop choices. Sundering Blow acts like a powered-up Smash, halving Dorn's attacks (after adding Rampage bonus, rounding down) to boost his strength by 2 and giving Instant Death, while Unshakable defense allows you to enhance three cover-granting pieces of terrain. These fortifications will allow units hiding in them to reroll pinning tests and cover saves of 1.  
Dorn has the following wargear:
  - **Auric Armor**: Made from the same alloy as the Emperor's own warplate, provides a 2+ armour save and 4+ invulnerable save. Furthermore, no attack may wound Rogal Dorn on any roll better than a 3+, regardless of Strength or *any* special rules it has. (This doesn't apply to Destroyer weapons).
  - **Storm's Teeth**: An AP2 chainsword, without Unwieldy, and keeps Shred, and Rampage, and **Reaping Blow** (-1 Initiative, and gain 1 attack if there is more than 1 model in base combat with him).
  - **The Voice of Terra**: A Custodes pattern bolter with S5 AP4 Salvo 3/5 and Rending. Note that Dorn cannot shoot before charging into combat, a unique weakness among the Primarchs.
  - **Frag Grenades**:
  - **Aetos Dios**: In games of 3000+ points, Dorn can take the Aetos Dios, a modified Thunderhawk as a dedicated transport for 600 points. The Aetos Dios is armed with a Turbolaser and also has a single void shield, IWND, and a 4+ invulnerable save against all missile attacks. Like Perturabo's Tormentor, it doesn't take up a Lord of War slot. It's 185pts cheaper than taking a normal Thunderhawk, though it doesn't have access to the options the regular one has.



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- **Sworn Brothers:**

- **Space Wolves**
- **Blood Angels**  
**Ultramarines**  
**Salamanders**



## *The Eighth Legion: Night Lords*

The masters of Terror tactics, the Night Lords make liberal use of as well as being quite nasty in close combat. You have good mobility with hard hitting units and are one of the few Legions with access to Deep Striking Terminators in every mission, as well as more customisable assault squads and infiltrating veterans. They also capitalise significantly on Night Fight rules, so can pull ahead quickly at the start of a battle while the darkness is in effect.

- **Legion Special Rules**

- **A Talent For Murder:** If Night Lords infantry outnumber enemy infantry in an assault at any initiative step, all Night Lords gain +1 To Wound, and now, +1 to hit.
  - Notice it says specifically "Outnumber at any initiative step." So if you kill enough models with Hammer of Wrath to reduce their numbers, then the effect comes into play. Attached Centurion killed enough dudes with his I5? Now your I4 mooks get the bonus. Still outnumber them after the main bulk of I4 combat? Then your Unwieldy weapons are going to have quite some fun. Especially notable against high T units, like Mechanicum.
- **Nostraman Blood:** All Models with this rule Fall Back 1" more than normal. They may choose to Fall Back instead of being Pinned.
- **Night Vision:** All units (even Dreadnoughts) have the Night Vision Special Rule.
- **From the Shadows:** All models have a 5+ cover save on the first turn of a game.
- **Seeds of Dissent:** If the army Warlord is slain, all units with this special rule must take an immediate Morale check as if they had suffered 25% casualties from shooting. This stacks with Nostraman Blood.

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**New Rite of War: Horror Cult** *High speed, high aggression strike force revolving around causing fear.*

- **Raptor Cult:** Night Raptor Squads may be taken as troops in an army using this ROW.
- **Beyond Judgement:** Any unit can buy Trophies of Judgement for a flat 25 points.
- **Talons of Fear:** Any infantry squad of more than 10 may take a Kharybdis for 260 points as a dedicated transport.
- All units in the detachment must charge an enemy unit they can harm if they're within 12" in the assault phase.
- May not take fortification or Space Marine allies.
- Traitors only.



- **Rite of War: Terror Assault** - *A highly aggressive quick-striking offensive strategy, capable of attacking from many angles, coupled with a strong emphasis on Fear-causing units. Horror Cult 2.0*
  - **Cover of Darkness:** As of the Jan 2016 Errata, it imposes Night Fighting for the duration of the first turn of any mission on a d6 roll of 2+, 2nd turn on a roll of a 4+, 3rd turn on a roll of a 6. Also, for the duration of Cover of Darkness, all LA: NL units gain 1 Initiative and add 1 to their run distances while this cover of darkness lasts. As "From the Shadows" gives you a 5+ cover save on the first game turn, and Night Fighting confers Stealth, you have a 4+ cover save in the open turn 1.
  - **Claw Assault:** Tacticals, Vets and Terror Squads may take Dreadclaws or Drop pods.
  - **Terror Tactics:** Terror Squads must be taken as the compulsory troops, and may be taken as additional troops (note that this does *not* keep you from taking them as elites, so in this context up to nine Terror Squads can be taken per detachment).
  - Must take an additional compulsory Troops choice - *Read: You bring 3 Terror squads.*
  - Only one Heavy Support slot permitted.
  - Only one Consul is allowed as part of an HQ choice.
  - Fortifications and Space Marine Legion allied detachments may not be used however Mechanicum, and Imperial Army are still allowed.
- **Unique Wargear**
  - **Chainglaive:** +1 Str, AP3, two handed, Rending, at the same cost of a power weapon.
  - **Trophies of Judgement:** The IC gains Fear, for 5 points.
  - **Teleportation Transponder:** Terminators or Command Squads equipped with Terminator armor may be upgraded to have Deep Strike for +15 points. ICs in Terminator armor can be upgraded for +10 points.
  - **Nostraman Mancatcher (Relic):** Essentially a special Chainglaive, but instead of Rending, your opponent must take a Strength test in order to attack you, for each attack.
- **Night Raptors:** They can all take the Nostraman Chainglaives for +1S AP3 and Rending, twin Lightning Claws and, like Assault squads, one in each bunch of five can take a special weapon. They have WS5 and +D3 attacks when they charge instead of +1.
- **Terror Squads:** They cause Fear and have the Preferred Enemy (Infantry) and Precision Strike rules so they can handle themselves in a fight. Everyone can take Bolters, Heavy Chainblade or Volkite Charger, but only one can take a Rotor Cannon/Flamer. The Sergeant can take any power weapon, including a



chainglaive. They can take Dreadclaws, but they can also Infiltrate so you get more freedom to set them up prior to the battle beginning.

- **Jago 'Sevatar' Sevatarion:** The First Captain. WS7, causes Fear, inflicts Instant Death when fighting in a challenge and has 4x I6 S5 AP3 Rending attacks from his Master-Crafted chainglaive. Plus he's a level 1 psyker with the Precognition power (and Prescience, thanks to psychic focus), but due to his 'Repressed Psyker' rule he can only harness up to 2 warp charges per turn and counts as LD 7 if he suffers Perils of the Warp. To round it off, he is a teleporter beacon for Deep Striking Terminators. Also, like Terror Squads, Sevatar now comes with Precision Strike.
- **Flaymaster Mawdrym Llansahai:** Primus Medicae with -1 to Ballistic Skill and Attack and a 3+/5++ save, an Archeotech pistol and a specialist-weapon power scalpel that makes him S3 with Murderous Strike. He also re-rolls LoS and FNP and it should be noted, that he is basically a fearless Primus Medicae who doesn't take up the single consul slot of the Terror Assault RoW.
- **Kheron Ophion:** Captain of the Night Lords with a Power Axe, a Volkite Serpenta, Melta Bombs, Power Armor and a Refractor Field, he's got a relic (could be a shield or just his armour) called "The Bloody Aegis" which boosts his Invuln save to a 3++ in CC, additionally whenever an enemy attacks him in CC and rolls a "unmodified 1" to hit or wound him, he counts as half his WS when Kheron gets to attack back. His special rule "The Coward" gives him a 4+ FnP when he loses a wound, and if he loses 2 he kicks it to 3+ FnP. He has his own WT in which he makes every Night Lord within 12" Stubborn if the enemy has more VPs than you, and you get to reroll any failed rolls to determine the game continuing for an additional turn.

**Konrad Curze:** The Night Haunter's abilities revolve around Fear - both inflicting it and amplifying it; although the number of Legions with immune to fear makes this difficult to use, it can easily cause other armies with low Leadership to turn tail and run in an instant. At 435 Points he is relatively expensive, but like all the Primarchs he can easily earn that back. With Sire of the Night Lords, a Night Lords force containing Konrad Curze gains the Fear special rule for any unit with the Legionis Astartes (Night Lords) special rule, and any units that already have the Fear special rule now impose a -1 penalty on the leadership of any enemy unit testing for fear against them. Curze's own ability to inflict Fear increased by his King of Terrors rule - all Fear tests taken against him are subject to a -3 penalty, and should he be part of an assault where any enemy unit is destroyed outright, all enemy units subject to fear within 12" and with line of sight to the combat must take an immediate morale check or fall back (Note; Since the check being made from him taking part of murdering a unit is a general Morale Check instead of specifically a Fear test, his -3 to Fear tests is of no relevance and ATSKNF units from 40k can potentially be forced to run away. The need for the unit to be subjectable to Fear is merely a requirement.). Complementing the "From the Shadows" rule, he may always elect to have the first turn of any game use the Night fighting special rule, no need to roll for it, so his legionnaires enjoy of a 4+ cover save in open ground during the first game turn (low



AP weapons are common). Last but not least, Konrad is a Jump infantry unit, without any assistance from wargear. This means he can move 12" and then reroll the charge due to Fleet (if he goes solo), thus being one of the Primarchs that have the easiest time getting into melee. Note he has Shrouded and Stealth, and a unit only needs one model with these rules to benefit.

Curze can use the following Wargear:

- **The Nightmare Mantle:** Provides 2+ armour save and 4+ invulnerable save plus it grants him Hit and run and Hammer of wrath special rules, inflicting D3 HoW hits instead of the usual one.
  - **Mercy and Forgiveness:** Mercy and Forgiveness are the Night Haunter's twin Lightning claws. They have all the usual Lightning claw rules plus AP2 and Murderous strike. +1 attack for being two weapons.
  - **The Widowmakers:** Throwing knives ranged weapon. 12" Range, S4 AP5 assault with the special rule Lethal precision: To Wound rolls of 6 ignore both armour and invulnerable saves.
- **Weaknesses:** Weak against armour, especially Dreadnoughts.
  - **Sworn Brothers:**
    - **Death Guard:**



## *The Ninth Legion: Blood Angels*

The Blood Angels are melee oriented, with improved to-wound rolls and yet have access to a good selection of pistols as well as AP2 initiative weapons, making them arguably the best melee Legion.

### **Legion Special Rules**

- **Encarmine Fury:** Blood Angels require one less than they normally need to wound in assault to a minimum of 2+.
  - Stacks with furious charge.
- **Without Remorse, Without Relent:** You must make sweeping advances and may never go to ground.
- **Host of Angels:** Can't take more vehicles units than units with the Legiones Astartes rule.

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### **Unique Wargear**

- **Hand Flamer:** It's a pistol S3 AP6 flamer. Anyone who can take a Volkite Serpenta can buy a Hand Flamer instead for 15pts. .
  - **Inferno Pistol:** It's a Melta pistol. Anyone who can take a Plasma Pistol can buy an Inferno pistol instead for 15pts (aka, usually at the same price). Best weapon for Moritats.
  - **Blade of Perdition:** For 20 points, any Praetor or Consul with access to Power Fist may take a Master Crafted, two-handed **AP2** sword with no strength modifier (but you do have Encarmine Fury), but each wound inflicted is doubled to two wounds which must be saved separately.
  - **Prototype Iliastus-pattern Assault Cannon:** Any model with access to a Heavy Flamer may replace it with an Assault Cannon for an additional +5 points, and Predators can replace their autocannons with a TL one for free.
  - **Photonic Blade (Relic):** It's an AP2 Fleshbane Soulblaze sword that also causes Fear & Blind.
- **Rite of War: The Day of Revelation** - *Specializing in what Blood Angels do best, coming down via deep strike, this biblical-themed rite is heavily invested in the turn one alpha strike.*
- **Cometh the Host:** All jump infantry must start the game on Deep Strike Reserve and arrive automatically on the first turn - *Only Jump Infantry arrive on the first turn, so any support units you want deep striking will need drop pods.*
  - **With Fire & Thunder:** All units that arrive via deep strike gain a 5+ cover save for the remainder of the turn, helping a great deal with their survival.



**The Opening of the Seal:** Infantry and Jump Infantry units that Deep Strike gain the *Pinning* rule on their ranged weapons for that turn.

- **The Judgement of Angels:** Blood Angels units gain +1 Initiative on the turn that they charge into combat.
  - **By Honour Bound:** Your characters must issue and accept challenges.
  - Your compulsory Troops and HQ units must be equipped with Jump Packs, restricting them to Assault Squads.
  - You must take a compulsory Fast Attack choice that has the Flyer or Deep Strike rule.
  - Primary Detachments may not take Fortifications, Sentry Guns or any Lord of War choice other than a Flyer or the Primarch Sanguinius.
- **Rite of War: The Day of Sorrow** *The defensive Rite of War, still very aggressive however and does have penalties.*
    - **Resolute Defense:** Blood Angels cannot be pinned, they are also *Stubborn* when within 3" of one of Objective markers in their own deployment zone.
    - **Aura of Wrath:** Enemies who lose combat to the Blood Angels suffer an additional -1 penalty to the Morale check, but units immune to Fear are also immune to this.
    - **By Blood Sworn:** When a Blood Angels unit drops to less than 50% models, it gains Feel No Pain (5+) since the start of their next turn.
    - **To the Bitter Dregs:** Units that are reduced to less than 50% members can no longer be scoring units (but remain denial) and count as destroyed at the end of the game for the purposes of victory points.
    - **Bloody Handed:** Blood Angels must always issue and accept challenges, they must also always sweeping advance.
  - **Sworn Brothers:**
    - **Imperial Fists**
    - **Ultramarines**
    - **Salamanders**
    - **Sons of Horus**



## *The Tenth Legion: Iron Hands*

The Iron Hands are also considered one of the stronger Legions to play with, which is only exacerbated when Ferrus Manus takes the field alongside his sons. Iron Hands also excel at mechanized assaults as well, and have many vehicle oriented bonuses.

- **Legion Special Rules**
  - **Inviolable Armour:** All shooting attacks made against them have their strength reduced by 1.
  - **Stand and Fight:** All Iron Hands units must pass a Leadership test in order to make Sweeping Advances or Run, and cannot voluntarily go to ground.
  - **Rigid Tactics:** An Iron Hands army may not contain more units of Jump Infantry, Bikes or Jetbikes than it does Infantry Units.
  - **Iron-Father:** An upgrade for any Praetor; which grants a Servo-Arm, 6+ FNP, Battlesmith rule and may not use a bike, jump pack or jetbike.
- **Unique Wargear**
  - **Blessed Autosimulacra:** For 10 points, rolling a 6 will restore a Hull Point to an equipped vehicle.
  - **Cyber-Familiar:** Any character (including sergeants) can take one, which can on some models such as Praetors or Cataphracts extend them up to a 3++.
  - **Grav Gauntlet (Relic):** An Assault 3 flame-template haywire Graviton gun which leaves difficult terrain behind. Adds D3 to Building Damage.
- **Rite of War: The Head of the Gorgon** - *A no-nonsense variant of the Armoured Spearhead RoW with enhanced tanks, Mechanicum support and graviton guns.*
  - **Chosen Ground:** Infantry in this force gain Stubborn within their own deployment zone.
  - **War Relics:** Any infantry model equipped with a Flamer may swap it out for a Graviton gun at +10 points, and all vehicles gain Blessed Autosimulacra for free.
  - **Iron Scions:** *Legio Cybernetica* Battle-Automata Maniples may be included as Elite choices within the army, and any unit of 10 models or less eligible to take a Rhino may take a Land Raider Proteus or Phobos instead.
  - **Armored Encirclement:** Vehicles with Tank type placed in reserve gain the Outflank rule.
  - Only one Fast Attack slot allowed.
  - Only a single Consul is allowed, other than Forge Lord Consuls
  - Cannot take Space Marine allied detachments. Mechanicum are Sworn Brothers and can join them at any time, and even Imperial Armies are Distrusted Allies to you. Note that fortifications are fine.



- **Rite of War: Company of Bitter Iron** - *A fairly straightforward rite representing the Legion after the fall of their Primarch. Encumbers you with less restrictions than Head of the Gorgon and allows for more aggressive play, but also gives less bonuses.*
  - **Company of Immortals:** Medusan Immortals are Troops choices.
  - **Immortal Hatred:** All units in your detachment gain *Hatred* (Traitors).
  - **Bitter Duty:** Units of Immortals that are mostly in the enemy's deployment zone gain the *Stubborn* special rule.
  - Iron Hands using this detachment cannot be Traitors and also cannot use the "Shattered Legion" rules.
  - You cannot take any form of Allied detachment.
  - Your army cannot include Ferrus Manus
- **Gorgon Terminators:** The Terminator elite of the Xth Legion, which include the Morlocks. The Sergeant has a Thunder Hammer as standard and can take a Cyber Familiar to up his Invulnerable save and reroll failed tests, and also a Combi-weapon, everyone else gets Power axes. They all have Feel No Pain (5+), are Scoring units and they also have the unique Gorgon Pattern Terminator Armour (5++) that on a D6 roll of 4+ causes a Blind test to *everyone* in 6" (yes, even friendly units, but they can re-roll the Blind test) at the end of any phase in which the unit has made one or more successful armour/invun save. And it counts as standard Terminator armour, so they can Overwatch too, but can perform Sweeping Advances. Finally, they can take Graviton guns as one of their special weapons options. You can also equip them with twin Lightning Claws.
- **Medusan Immortals:** You can have up to 20 of these in a squad with FNP 5+ (*upgraded from 6+ by the Isstvan Legions book*) and instead of carrying out a Sweeping Advance, they can instead gun down (using only snapshots) the fleeing enemy unit if the Immortals involved pass an LD test.
- **Castrmen Orth:** Spearhead Centurion of the X Legion, Orth is Centurion that can be used to spend almost nothing on your HQ and invest everything in your army. 80 pts gets you a power armoured marine with a 4++ save (Refractor + Cyber familiar) and Power Maul, Tank Hunters and Tank Crushers that gives all your tanks +1 Vehicle Damage when Ramming. He can only command Tanks with AV13 or better, and grants the tank BS5 AND Tank Hunters.
- **Autek Mor:** A Terran from the Legion's founding, he's an Iron Father with Cataphractii Terminator armor, +1S, +1T (but -1In and -1 attack), a Servo-Arm, a Paragon Blade and a Volkite Charger for gear. With Fearless, the Iron Father upgrade and Preferred Enemy (Infantry) Mor is a complete and utter goddamn beast with 3 base attacks (S6 w/ 6's to-wound causing ID) +1 Servo arm attack (S8 w/ Unwieldy). All of that at AP2. With the Inviolable Armour and T5 he can't be instant killed by double Toughness from shooting.



- **Shadrak Meduson:** A survivor of Isstvan V turned *de facto* leader of the Iron Hands after the Drop Site Massacre, notable for staging an assassination attempt on Horus, Mortarion, and Fulgrim that left all three seriously injured. He can be played in regular Iron Hands armies but you definitely want this guy commanding your Shattered Legion. As a Praetor, he's above average, packing a master crafted boltgun, archeotech pistol and an "Albian Power Gladius" which is a S+1, Master-Crafted, Rending power sword. His Master of the Shattered Legion rule counts him as an Iron Hand, Salamander *and* a Raven Guard for the purposes of Rites of War, so he can work for a large variety of army builds. Furthermore, his warlord trait grants members of those Legions the Furious Charge, Hatred and Crusader rules for one turn of the game. Note that the warlord trait can work even if you don't use the Shattered Legion rules.

**Ferrus Manus:** 455 points. The Gorgon works best as part of a mechanized army - his Master of Mechanisms rule acts like an improved version of Battlesmith which passes repair rolls on a 2+, because of his Servo arm. In addition, any vehicle with at least one armour facing of 13 in a primary detachment containing Ferrus Manus gains IWND. Sire of the Iron Hands boosts his wargear with access to Relentless and Smash. Shooting attacks against him suffer a -1 penalty to their strength, meaning bolters cannot harm him. As an added bonus, all models with the special rule Legiones Astartes (Iron Hands) in an army containing Ferrus Manus gain FnP (6+). Ferrus can use the following Wargear:

- **Forgebreaker:** Is an AP1 Thunder Hammer with Concussive and Strikedown at initiative. You could field Ferrus without his hammer (to represent the short period after it was stolen and he was still alive) for marginal point discount.
- **Medusan Carapace:** Gives Ferrus a 2+ armour save 3+ invulnerable save. The backpack incorporates a nuncio vox and servo arm, and he may choose to fire any two of the following in the shooting phase: Plasma blaster, Graviton gun, Grenade harness (unlimited usage) and Heavy flamer.
- **Sworn Brothers:**
  - **Emperor's Children:**
  - **Ultramarines:**
  - **Mechanicum:**



*The Eleventh Legion: ++Redacted++*



## *The Twelfth Legion: World Eaters*

The premier assault Legion, most useful when fighting against hordes and monsters, whilst capably holding their own against other Legions.

- **Legion Special Rules**

- **Incarnate Violence:** WE units may rerolls 1's to wound on the turn they charge. Also, Characters with this rule gain +1 WS when fighting in a challenge .
  - **Bloodlust:** Must consolidate after assault towards something they can hurt. If they fail a morale check in assault, roll a D6. On a 4+ they count as passing and gain Rage..
    - **Blood Madness:** World Eaters can replace Bloodlust with this rule (only Traitors have access to it, and only after the events of Istvaan). Units with this rule have the Rage special rule, no need to fail morale tests or whatever. Also, they must always attempt to Sweeping Advance, cannot voluntarily Go to Ground or fail a Morale check and, after they win an assault, they must consolidate towards the nearest enemy unit that they can hurt.
  - **Exhortations of Butchery:** A rule added to all Traitor World Eaters Apothecaries and Primus Medicae after the Shadow Crusade in a little sidebar on Gahlan Surlak's page, so he's not the only one who gets the rule. It allows a unit with an attached Apothecary to turn their Butchers Nails up to eleven, granting them +1 extra attack in any assault phase, but you have to roll a D6 for each model that does so. If you roll a one, that model is *removed from play* with no saves allowed. There is no unsaved wound so FnP doesn't apply either, and the model doesn't simply take a wound but is *removed from play*, aka *it also kills Butchers*. This rule does not apply to Characters of any kind, even your squad sergeants.
- **Rite of War: Berserker Assault** - *It improves your melee without hurting your ranged game. No real drawbacks here.*
    - **Berserk Charge:** All models with the Legiones Astartes (World Eaters) outside of their deployment zone (and if you play World Eaters this will be a given) gain Hatred and must attempt to Sweeping Advance if able.
    - **Unstoppable Wave:** World Eaters must reroll failed Pinning tests and re-roll Run rolls of "1".
    - Must take an additional compulsory Troops choice in this Detachment.
    - May not take more Tanks or Flyers than you have Infantry units in this Detachment.
    - May only take a single Consul and it may not be a Librarian.
    - Primary Detachments cannot take a Fortification, nor may they take any Space Marine Legion as allies. Mechanicum are good to go,



though. Nor does it stop you using this rite as an allied force to other Legions.

- **Rite of War: The Crimson Path** - *This rite increases your units survivability by a considerable margin but it does little to boost your damage potential and it forces you to take the fight to the very heart of the enemy.*
  - **Forlorn Hope:** All infantry models get Feel No Pain or +1 if the already had it (up to 3+) *while within the Enemy's Deployment zone.*
  - **Unto Death:** Independent Characters get *It Will Not Die* or add +1 to IWND rolls if they already had it (up to 4+), *while within the Enemy's Deployment zone.*
  - Your enemy scores +1 victory point if your World Eaters **do not** achieve Linebreaker or Attrition objectives in missions that use them.
  - You may not take any immobile units, nor may you take any unit with the *Slow & Purposeful* rule.
  - You may not take a fortification or allied space marine legion detachment.
- **Unique Wargear**
  - **Chainaxes:** Any model with access to a Chainsword can instead take a Chainaxe for free (AP4 +1S), provided it's represented on the model.
  - **Caedere Weapons:** Any World Eater Character can exchange their chainsword or combat blade (read: Chainaxe) for a Caedere weapon for 15pts.
    - **Meteor Hammer** (+2S, AP5, Specialist, Two-handed, *Concussion, +1 Initiative*).
    - **Excoriator Chainaxe** (+1S, AP3, 2-handed, Specialist, *Shred*, Unwieldy).
    - **Twin Falax Blades** (S as user, AP5, Melee, Specialist, +1 Attack, *Rending*..)
    - **Barb-Hook Lash** (S as user, AP5, Melee, Specialist, *Fleshbane*).
  - **Earth Breaker Trident (Relic):** It's a trident specialist weapon that is S+2, AP2 Unwieldy in melee. It can be thrown once per game (and therefore can no longer be used) using the model's BS for a S10 AP1 Instant Death hit that if it kills anything in this manner, tank or person, then the trident stays where it landed and causes Dangerous terrain within 12" for the rest of the game. Buildings lose 1HP per turn. Be careful, however: the rules state the Trident does its thing whenever it kills something after being thrown, so, if it misses, or rolls a 1 to wound or it's stopped by an invuln save then it does nothing and is wasted.
- **Rampager Squads:** Rampagers are elite Assault Squads who were violent and bloodthirsty even before they fell to Khorne. They can be given Jump Packs and with Scout do have some use as a harassing unit. They have FNP 6+ , also their Chosen Warriors rule allow them to issue and accept challenges



- **Red Butchers:** At Istvaan III many WE's utterly succumbed into frenzied superhumans that couldn't be controlled, so their armour was remade into an ambulatory prison so that they could be used as attack dogs. 5-10 Cataphractii-Armour-wearing beatsticks with Power Axes and Combi-Bolters that can be swapped for yet another Power Axe for free (and with BS2 you are better that way). Any model can take Lightning Claws, while the sergeant can also take Fists, Chainfists or a Thunder hammer. They are Fearless and have Hatred. They also may re-roll charge distances and get around four WS5 re-rollable attacks *each* on the charge, but they are always struck in CC on a 3+. Still, with 2+/4++ saves and FnP 6+ they can soak most other damage they receive. They can never score.
- **Shabran Darr:** Adjutant of the World Eaters. WS6 Master crafted Chainaxe that becomes Rending in a challenge (along with +1WS), and causes Fear when he's the warlord. Hatred against traitors.
- **Gahlan Surlak:** Master Apothecary (Primus Medicae), his statline and gear are slightly above average for a Consul but you take him for the sheer number of buffs he can provide to a traitor World Eaters army. Firstly, any Tactical squad in his army can be upgraded to Augmented Inductii, granting them +1 Strength and FnP (6+) at the cost of -1 BS and no longer being be a scoring unit or be able to be joined by independent characters. Inductii squads no longer provide victory points when destroyed. Due to Surlak's Medicae Primus rule *Sacred Trust* which grants his side a victory point on a 5+ if he's within 6" of a friendly squad going down, and this DOES work on Inductii who do not confer it to your opponents. His Narthecium Primus grants he and his squad FnP(4+) (*becoming 3+ in The Crimson Path*) as well as forcing poison attacks to be rerolled
- **Kharn the Bloody:** Captain of the 8th Assault Company. With 2+/4++ with base 4 attacks and no bonus to hit beyond WS7 and WS8 in challenges, and he has the Rampage USR meaning he gets more attacks each turn when outnumbered. If you don't have Angron in the same force, for +20 pts Kharn may change 'the Cutter' (His AP3 rending Machete) for **Gorechild**, Angron's own chainaxe which behaves like an Armourbane Paragon Blade. With The Cutter Kharn can get up to 10 attacks in combat if he charges, has Rage, while outnumbered. His warlord trait allows +1 to rolls to determine first turn AND Seize the Initiative.

**Angron:** 400 points is a middle of the road, but a fair price for the Primarch who was nicknamed the Red Angel. Hatred (Everything) is both appropriate and useful, while his Red Sands rule lets him call and fight as many Challenges as there are ICs and enemy units in combat with him up to the number of his attacks, dedicating at least one to each of the Challenges. His Sire of the World Eaters rule gives him the benefits of FnP (6+) and Furious Charge, and also gives all World Eaters unit with the Legiones Astartes rule Fearless as long as they remain within 12" of him. It also forces Angron to move towards the nearest enemy when making consolidation moves, which can be risky if the nearest enemy is too far away for him to engage but



otherwise lets him kill things even faster. However he only has 5 Wounds and his weapons Gorefather and Gorechild are listed as a single close combat weapon (because the bonus attack is included in his profile), combine this with the fact he carries a plasma pistol and you have 7 attacks on the charge. (6 Base with the 1 attack for the special rules for Gorefather and Gorechild included in his profile and your attack for charging). This gets even better with every time you kill a unit or Independent character up to a maximum of 10 base attacks. So to recap, when he's fully buffed by the Butcher's Nails he gets a grand total of 11 WS9 Strength 9 attacks on the charge

Angron is equipped with the following Wargear:

- **Armour of Mars:** Modified from the armour he wore on his gladiator days, it grants a 3+ Armor save and a 4+ Invulnerable save.
- **Gorefather and Gorechild:** Angron's paired signature chainaxes grant an extra +1 to his Attack and Strength and also possess AP2 and the Armorbane and Murderous Strike rules (a roll of 6 to wound is instant death).
- **The Spite Furnace:** A Master Crafted Plasma Pistol.
- **The Butcher's Nails:** For each IC or Infantry (of any type) Angron kills in close combat (or at least makes the killing blow/removes the last model), he gets a +1 to Attack for the rest of the game, to a maximum of 10 total base attacks.
- **Frag Grenades:**
- **Weaknesses:** Angron's first and biggest weakness is his 3+ armour save, and there are a lot of AP3+ weapons in the Horus Heresy, which prevents him footslogging, let alone going solo. He's also *too* good at melee, since if he's butchered the entire squad he's up against he often gets gunned down by all of the units around it, but he won't gain any benefit from sweep advancing them. Add to this, there are several Primarchs whom he cannot beat in close combat, such as Leman Russ, Horus, Fulgrim etc, and they make the perfect units to tie him up or outright kill him.
- **Sworn Brothers:**
  - **Iron Warriors:**



## *The Thirteenth Legion: Ultramarines*

The well-rounded and cool headed sons of Guilliman. The Ultramarines excel in no one area, but are ample in all, often taking existing units and improving them in their own way, even if it shows a lack of creativity.

- **Legion Special Rules**

- **Interlocking Tactics:** Several bonuses for the Legion. First, units with the *Legiones Astartes (Ultramarines)* that shoot at a unit already hit by another Ultramarine unit that phase reroll 1s on Penetration or To Wound rolls, essentially cursing a unit to suffer pseudo Tank Hunters/Shred. *(Doesn't apply to blast weapons or snapshots)*. Additionally, units with the *Legiones Astartes (Ultramarines)* that charge at an enemy already engaged in close combat with another Ultramarine unit may reroll failed charge distances. Note that the first unit that shoots/charges doesn't necessarily need to be a unit with the *Legiones Astartes (Ultramarines)* rule for this bonus to come into play, as long as it is from the same detachment and it's not a Super-Heavy, Flyer, Servo-Automata or Battle-Automata. Keep in mind those don't benefit from this rule, only units with *Legiones Astartes (Ultramarines)* do.
  - **Certainty and Resolve:** Ultramarines take Regroup and Fear tests at an unmodified Ld 10.
  - **Rigid Chain of Command:** If the Ultramarine detachment loses its Warlord then every unit without an attached Independent Character must take an immediate Pinning test. Additionally, if all HQ units are killed the opponent gains a bonus Victory Point, so bring up a backup Centurion.
- **New Rite of War: The Logos Lectora** - *Grants your infantry a little extra versatility by making them a little more difficult to predict, but it's a very rigid formation that takes away much tactical flexibility from your army and leaves it struggling to keep up with more specialized Legions' RoWs.*
    - Akin to their 40k doctrines, all models with the *Legiones Astartes (Ultramarines)* rule as well as any Dreadnoughts in the detachment gain one of the following benefits each turn. Only one effect can be active at a time, but you can keep a given effect active as long as you like, choosing which one you want to have at the beginning of the turn:
      - **Full March:** Re-roll run distances.
      - **Hold Fast:** If a unit doesn't move, it can fire Snap Shots at BS2.
      - **Retributive Strike:** Gain Counter-Attack
    - Must take an extra compulsory HQ choice, and it must be either a Master of Signals or a Damocles Command Rhino
    - Must take an extra compulsory Troops choice.
    - May not deploy more Tanks or Flyers combined than Infantry.



- Nobody can Infiltrate or Deep Strike; any unit which has to Deep Strike to enter play cannot be used. Normal Reserves are unaffected.
- **New Rite of War: Vigil Opertii Mission** - *A RoW similar to Sacrificial Offering in its dependency on an Allied Detachment of Imperial Militia/Warp Cults, but focuses on using them as extra infantry support and scoring rather than making them into meatshields*
  - **Vigil Auxilia:** All Infantry units in the Allied Detachment gain Infiltrators.
  - **Sacred Duty:** All Infantry in the Allied Detachment gain Implacable Advance.
  - **Overseers:** Legion Recon Squads lose the Support Squad rule, and so can be taken as compulsory Troops.
  - Must Take an Allied detachment from the Imperialis Militia & Warp Cult, and this MUST take the Gene-Crafted and Warrior Elite Provenances of War. Also, it may not use Inducted Levy Squads.
  - Must take a Legion Vigilator Consul.
  - Can only be taken by Loyalists.
- **Unique Wargear**
  - **Gladius Invictus (Relic):** This is a +1S Rending Power Sword that has the Charnabal Saber gimmick of +1 Initiative in a challenge. It also ignored saves derived from having shields.
  - **Legatine Axe:** It's a Specialist Weapon with no bonus to Str but AP2 on initiative available to all your ICs. To Hit rolls of 6 wound automatically.
  - **Mantle of Ultramar:** A Praetor exclusive, it gives him immunity to Blind and FnP(5+).
  - Ultramarines Breacher Squads may exchange their Bolters for Power Swords for +5 points each.
- **Invictarus Suzerains:** Melee-oriented versions of the Breacher Squad that swapped their Bolters for Legatine Axes and Bolt Pistols (which can be exchanged for Thunder Hammers and Plasma Pistols, respectively) and also come with Artificer Armour and are not Bulky. They have assault grenades and their Boarding shields counting as defensive grenades and strike at WS5. They also have Implacable Advance which allows them to score normally and, as Chosen Warriors, all models in the unit can issue Challenges. Additionally, all models with the Legiones Astartes (Ultramarines) rule as well as Solar Auxilia and Imperialis Militia allies within 12" gain a +1 to Ld as long as the Suzerains aren't pinned or falling back. They can *also* be chosen as a Command squad, one of them swapping his Boarding shield for a Legion Standard
- **Fulmentarus Terminator Strike Squad:** Ultramarine Siege Tyrants have BS5, Cataphractii Armor, Power mauls with option for Power fists, and Combi-bolters that the whole squad may exchange for Combi-meltas or Twin-linked Autocannons. And if they didn't take the Autocannons the squad



may also buy a Cyclone launcher each, complete with the ability of firing both the Combi-melta AND the Cyclone launcher in the same shooting phase. Their unique Peritarch Targeter gives them a series of rules depending how many are present in a squad: At 2 models they get *Night Vision*; with at least 5 it's also *Tank Hunters* and with at least 8 their shooting counts enemy cover as *1 point worse*.

- **Locutarus Storm Squad:** Artificer armoured Assault Marines which come with Power Swords (and only Power Swords) as their stock wargear and the usual Assault Marine upgrades. Their main draw apart from the armour is their ability to fire their pistols twice on the turn they Deep Strike, along with the ability to re-roll their Scatter Dice when Deep Striking. The Sergeant and one in five of the Marines can take either a Plasma Pistol or Hand Flamer. Also, the Sargent can take a Power Axe for free, or a Lightning Claw or Power Fist for 5 points. Generally the upgrade is worth it, as you either gain Shred or S8 AP2, however you sacrifice one attack for this ability so you may just want to stick with the Power Axe.
- **Honoured Telemechrus:** Telemechrus is a Contemptor Dread with +1 WS, A and HP, a Kheres Assault Cannon and a Dreadnought CCW that comes with a built-in Combi-Bolter. He also has Searchlights, Smoke Launchers, and Extra Armor in his standard loadout. All Ultramarines locked in combat within 12" of him gain +1 to combat resolution and sweeping advance, and he also has Hatred (All Traitor Legions) and whilst he's not technically Venerable his Resilient rule gives him the same benefits as Venerable and also allows him to re-roll results on the Destroyer damage.
- **Captain Remus Ventanus:** The Captain of the 4th Company and titular "Saviour of Calth". For 155 points you get what is basically a Centurion with +1 Wounds and Leadership and the Master of the Legion Special Rule, making him one of the cheaper special characters able to also allow the use of a Rite of War. While only wearing Power armour, and with a relatively uninspiring Bolt pistol/Power sword combo, Remus Ventanus modifies enemy reserve rolls by -1 and allows his own side to re-roll reserve rolls, all of which stacks with any other modifiers. He also has a Nuncio vox, for Deep Strike and Barrage accuracy, Melta Bombs, an Iron Halo and a Legion Standard, making him and whatever squad you put him in Fearless (along with any other unit within 6" of him) Finally, he's got Adamantium Will for some psyker resistance and his unique warlord trait gives all Ultramarines who are within 3" from objectives the stubborn rule.
- **Roboute Guilliman:** 400 points gets you an average (for a Primarch) stat-line and some extensive army buffing rules that make the Battle King comparable to an anti-Alpharius. Firstly, his Sire of the Ultramarines gives +1 LD to all Ultramarines units, makes his squad re-rolls failed charges, and both he and his squad gain immunity to the Concussion USR while also making Invictarus



Suzerains and Legion Terminators troops. Preternatural Strategy forces Seize the Initiative attempts made *against* the Ultras to be re-rolled and will give an entire unit entry either the Implacable Advance, Tank Hunter or Interceptor USR. Additionally, he gains +1 WS in a challenge every round after the first, up to WS 10 on the fourth round. It resets to default after the challenge ends or with each new opponent. Unyielding Will allows him to ignore any negative modifier to his LD and re-roll DtW.

He has the following wargear:

- **The Armour of Reason:** 2+/4++, and the first invulnerable save Guilliman fails per phase can be re-rolled.
- **The Gladius Incandor and the Hand of Dominion:** Guilliman can select which of his melee weapons he will use in each assault phase, using its profile for all attacks he makes in it. Both of them are Specialist Weapons, so he'll gain an extra attack for using two Specialist Weapons either way. The Gladius Incandor is a Shredding Paragon Blade, while the Hand of Dominion is a S10 AP1 Power Fist with Concussive.
- **The Arbitrator:** A S6 AP3 Combi-Bolter with Assault 2 and Rending.
- **Cognis Signum:**
- **Frag Grenades:**
- **Weakness:** Guilliman is an amazing strategist, brilliant duelist and great support, however he suffers against hordes even more than other Primarchs. With only 5 attacks he can't do much damage to them, which could lead to him being tied up against a unit that costs a quarter of his points for the entire game. March him into the enemies toughest unit and beat them senseless, but keep him away from hordes and give him a good retinue.
- **Sworn Brothers:**
  - **Imperial Fists:**
  - **Blood Angels:**
  - **Iron Hands:**
  - **Salamanders:**
  - **Imperial Army:**



## *The Fourteenth Legion: Death Guard*

The Death Guard favour a playstyle for a slow moving, but very hard hitting ranged army. Just like in the fluff, their rules make them implacable. Their famous endurance comes to bear, enduring in the face of both terrain and weapons that would lay low anyone else, being one of the few things immune to Fear in 30k they will keep going forward no matter what, perfect for attrition warfare.

- **Legion Special Rules**
  - **Remorseless:** Immune to Fear, automatically pass Pinning tests.
  - **Sons of Barbarus:** Re-roll failed Dangerous Terrain tests. Also get FnP(4+) against Poison & Fleshbane.
  - **Intractable:** -1 to your score when making Sweeping Advance Rolls.
- **Rite of War: The Reaping** - *Embodies the concept of "slow-moving, unstoppable death" with mobility traded for insane amounts of firepower. The Reaper of Death may come slow, but his reach is long and his advance is inexorable.*
  - **Superior Firepower:** Veteran Tactical Squads & Heavy Weapon Squads become non-compulsory Troops.
  - **Implacable:** Every unit gets Move Through Cover.
  - **Dark Arsenal:** Any Death Guard character in the Primary Detachment (but not Mortarion since he lacks 'Legiones Astartes' rules) can take Rad Grenades for 10pts.
  - No model may make Run or Flat Out moves
  - Nothing may Deep Strike.
  - May only take one Fast Attack choice.
- **Rite of Battle: Creeping Death** - *Specializes in modifying cover, both improving yours and weakening your enemy's at the same time, all while improving your already potent explosives. Let the Mists of Barbarus shroud your forces, and let your enemies quail at the stench of their own mortality!*
  - **Mist-Clad:** Infantry in the detachment in open ground gain a 5+ cover save as long as no enemy models are within 12" of them
  - **Bio-Phage Bombardment:** After everyone's deployed (including Scouts and infiltrators), roll a D6 for each terrain piece representing a wood or jungle. On a 4+, the cover save they grant decreases by 1 and it becomes Dangerous Terrain to anyone who doesn't have the Death Guard special rule.
  - **Toxin Weapons:** All frag grenades and missiles are boosted to Strength 5. A flat boost, and a scary one in Zones Mortalis.
  - Must include a Siege Breaker.
  - In games with Attacker and Defender roles, the user must always be the Attacker.
  - Traitors only, and can't be used with the Shattered Legion theme.
  - No fortifications or allies allowed.



- **Unique Wargear**
  - **Chem-Munitions:** Any unit or vehicle with a flame weapon can take this for free. all flame weapons in the unit/vehicle will now have Shred and Gets Hot! Remember though that normal.
  - **Power Scythe:** Any character or Independent Character that can buy a Power Fist can, for the same price, take a Deathshroud Power Scythe instead, a +1S AP2 Two-handed melee weapon with **Reaping Blow:** -1 Initiative, but if the wielder is in base combat with more than one model at their initiative step, the Scythe-wielder gains 1 attack.
  - **Barbaran Thurible (Relic):** A censer that reduces Toughness of non-Death Guard units within 6" by 1. Unlike Rad weaponry, this does NOT affect instant death thresholds, but it also causes units within that range to take morale checks for ANY shooting casualties, not just 25%.
- **Deathshroud:** Mortarion's bodyguard of Terminators, who were personally selected by the Primarch and listed as killed in action. They carried Manreapers (Power Scythes). They are two-wound models wearing unspecified "Terminator armour" (the models appear to be using Tartaros, but *arguably* you could outfit them in Cataphractii as long as they look different to regular Cataphractii termies in your army. Armed with Deathshroud Power Scythes and Hand Flamers loaded with Chem Munitions, with Ld10 as part of the bargain, and can also take Meltabombs to deal with vehicles.
- **Grave Warden Terminators:** Chemical-attack terminators pioneered by Calas Typhon's company. They are Cataphractii Terminators in the Heavy Support slot wielding Assault 2 Grenade launchers loaded with Krak and Poison(3+) AP4 grenades. 'Death Cloud' also gives the Wardens a Poison(3+) template they can uniquely use for Overwatch even though they have Cataphractii armour, and any charge against them is always disordered. They come with Power Fists standard which they can exchange for Chainfists, 1 in each group of 5 can get a Chem Heavy flamer and the Chem Master is the only one that can get a Combi-Weapon.
- **Crysos Morturg:** Was a Lieutenant and Librarian in a Legion which utterly loathed Psykers, so it was no surprise he was selected to be purged during the run-up to the Heresy. He has the stats of a Centurion but +1W and I, along with Stubborn, Infiltrate, a Power Sword, a Combi-Flamer (strangely enough without chem-munitions, though if you want to you can still give him those at no cost), Hardened Power Armour and RAD grenades, all for the price of a kitted-out Praetor. He is also a level 1 psyker with the Endurance Psychic power. His Warlord trait (Master of Ambush) is fantastic, letting him and three non-vehicle units of your choice in your army infiltrate.
- **Durak Rask:** Death Guard Master of Ordnance, who fanatically supported Mortarion and volunteered to lead a vanguard assault on the Loyalists. He is basically a highly-upgraded Siege Breaker, with Master of the Legion, artificer



armour, Thunder Hammer, Volkite Serpenta and +1W, that makes allies within 12" re-roll failed To Hit rolls of 1 when targeting enemies within 3" of objectives when he is the Warlord, all accompanied by the standard Siege Breaker rule 'Art of Destruction' (Tank Hunters & Wrecker for all heavy weapons in the attached unit).

- **Calas Typhon:** Calas Typhon wanted to be his Legion's Epistolary, but due to Mortarion's spite of witches he instead became the First Captain of the Death Guard. He has the stats of a Praetor and wears Cataphractii armor with grenade harness, Master Crafted Power Scythe, Hand Flamer with Chem Munitions and Rad grenades. He also has a chem-based orbital bombardment with Ordnance 3, 5" blast, Poison(4+) Ignores cover, and a nuncio vox. When Mortarion isn't around he counts as a Lvl 1 Telepath and has to be the Warlord, his trait being no enemy unit within 3" of him can claim an objective.

**Mortarion:** At 425 points, Mortarion is about average for a Primarch. Although his Ballistic Skill, Initiative, and Attack are only 5 each, his WS, Toughness and Wounds are a whopping 7 apiece. His Preternatural Resistance rule not only allows him to reroll failed Toughness tests and IWND rolls, but also lets him pass Dangerous terrain tests automatically and lets him ignore any weapon that wounds on a flat dice roll if it rolls less than 6, essentially making him all but immune to Rad, Poison and so on. Speaking of Poison, the Sire of the Death Guard grants all Frag Grenades, Frag Missiles and Havoc Launchers in the army Poison (4+) while also making all his legionnaires Stubborn, thus patching the legion's disadvantage in melee and enabling unheard of levels of poison spam. Psykers will be hard-pressed to do anything to him thanks to his Witch Spite rule (Deny the Witch on a 4+ against malediction powers affecting him and his squad, for a total of 3+ when coupled with Adamantium Will and 5+ for all others), and his Shadow of the Reaper rule, while also granting a -1 penalty to all enemies attempting to make a Leadership test against his Fear rating, more importantly allows him to redeploy in the shooting phase, as long as he doesn't shoot, is un-engaged in combat and passes a Leadership test; he can then teleport up to 10" from his starting position, no closer than 3" to the nearest enemy and there's no scatter. Also he can still charge after his redeployment, even though he counts as doing a disordered charge. Like all other Primarchs, he's got Fleet too, and this actually makes him, surprisingly, one of the fastest Primarchs. Mortarion can take the following wargear:

- **Silence:** A huge chainsaw-tipped scythe, previously owned by Mortarion's foster "father". It's a powered up Manreaper with Sunder (reroll armor pen rolls) and Instant Death. Reaping Blow basically negates the penalty of making disordered charges after his teleport, and helps against tarpits.
- **The Lantern:** Mortarion's custom energy blaster. With S8, AP2, Assault 1 and Sunder.
- **The Barbaran Plate:** Home-made battle plate that grants a Primarch-average +2 Armour save and a +4 Invulnerable save.



- **Frag and Krak Grenades:** Poisoned (and the RoW makes them S5).
  - **Phosphex Bombs:** Mortarion can throw them up to 12" away, and he carries an infinite number of them.
- **Weaknesses:** While T7, 7 Wounds, re-rolling IWND and a near immunity to Fleshbane, Poison and Sniper make him look nigh indestructible, watch out for Melta, Plasma and heavy weapons. Those can be fairly common depending on who you're playing against (especially with Legion Support Squads). Unlike other Primarchs, his weapons aren't strong enough to reliably take on Land Raiders or better, but with SotR and Sunder he's not helpless either. Though Silence helps him deal with massed infantry, being able to teleport and having an Instant Death weapon alongside an AP2 blast means he's best suited for going against high points multi-wound models who lack Eternal Warrior (AdMech, Ogryns, legion-specifics, etc.) in which case he'll earn his points back very quickly.
- **Poison Spam:** 30k's Combi-weapons can be combi-frags, becoming combi-*poison* with Mortarion's aid, as well as all other explosive weapons (even the frag grenades available to all squads), and poison weapons wound everything with equal ease regardless of toughness. Combined with The Reaping's Heavy Support squads as troops means you can drown the whole table in poisonous templates.
- **Zone Mortalis:** Something that should be given extra mention is Mortarion's fucking awesome performance in Zone Mortalis games thanks to his Shadow of the Reaper rule. He can essentially treat the entire game board as if it was open ground, and unless you get him caught by support squads with plasma/meltaguns, he'll have very little threats in return since he can't be pinned down except in melee (and given his abilities, combats will end rather quickly), not to mention the fact that ZM boards are usually too limited to allow Heavy Weapons much use and his Phosphex bombs will gain Shred.
- **Sworn Brothers:**
  - **Night Lords:**
  - **Sons of Horus:**



## *The Fifteenth Legion: Thousand Sons*

The Thousand Sons were an astounding spell-binding powerhouse force with the schematic nuance to cast their arms in a myriad of lethal applications.

The central Cult Arcana system is a crucial and potent mechanic, granting untold flexibility. Each unit receives one of five special rules, massively expanding the tailored functionality of any force.

- **Legion Special Rules**

- **Covenant of Sorcerers:** Your army's Warlord must be a Independent Character with a Psychic Mastery level of at least 1, and have the highest available Ld among such characters in the force.
- **Prosperine Lore:** Thousand Sons psykers have access to all disciplines other than Malefic Daemonology, and any HQ independent character may buy ML1. Those that do so can exchange any power weapon for a force weapon at a 5pt cost.
- **Cult Arcana:** The famed scholarly Cults of Prospero, each unit in your army is assigned membership to one and receives its bonuses accordingly. The compulsory units of the army must share the same cult unless Magnus is in the force, which in practice means having to pick two Troops and an HQ with a common theme. Each Cult corresponds to one of the stock five Psychic table of the BRB and grants a further bonus to casters of that favored lore.
  - **Pavoni:** Units add +1 to all Run and Sweeping Advance Distances, and Psykers harness Warp Charge for Biomancy on a 3+.
  - **Raptora:** Units receive a 6+ Invulnerable save, or +1 to any other Invulnerable saves they may claim, and Psykers harness Warp Charge for Telekinesis.
  - **Corvidae:** Units that remain static reroll 1's to hit with shooting, and Psykers harness Warp Charge for Divination on a 3+.
  - **Athanean:** Units are immune to Fear and receive Adamantium Will, and Psykers harness Warp Charge for Telepathy on a 3+.
  - **Pyrae:** Units make *Hammer of Wrath* attacks on the charge, which stacks with any pre-existing *Hammer of Wrath* rules they may have and Psykers harness Warp Charge for Pyromancy on a 3+.
- **Signs & Portents:** If any unit in the detachment suffers a wound from an episode of Perils of the Warp, then every unit with the Thousand Sons LA rule take an immediate Pinning check. Furthermore, if all of the Independent Characters in the detachment are slain, the rest of the force takes a -1 Leadership modifier for the rest of the game and may no longer make Sweeping Advances.



- **Rite of War: The Axis of Dissolution** - *Gives you a series of situational bonuses that are designed to help you sit back and shoot, hopefully "dissolving" the enemy under your weight of fire. However, the constraints are quite tough, having to run all troop units at max size in particular makes list building considerably harder.*
  - **The Alembic of Adamant:** Units with the LA:Thousand Sons rule in this force automatically pass Morale and Pinning tests if within 6" of any objective.
  - **The Caustic of Grace:** You overwatch at BS2.
  - **Transition of Vitriol:** Thousand sons re-roll to hit and to wound against enemies that are falling back.
  - All troops have to be at max size.
  - No more vehicles than you have infantry.
  
- **Rite of War: The Guard of the Crimson King** - *Primarch's Chosen, that loses the rule that you essentially can't win if Magnus dies, and adds the best bit of Orbital Assault with Terminator deepstriking. Then it boosts their survivability when deepstriking and improves upon the already ludicrous number of warp charges that Thousand Sons can throw around. The limitations are not that bad as Sekhmet are pretty decent and Magnus can replace the loss of vehicular firepower with his D-strength mind bullets.*
  - **Astral Warfare:** When generating warp charges, roll 2D6 and pick the highest.
  - **Wreathed in Lightning, They Rend the Veil:** Independent Characters and Terminators get deepstrike and on the turn that they do so they gain Fear and can reroll 1s on invulnerable saves.
  - **The Initiates of the Scarab:** Sekhmet Cabals are troops and must be taken as your compulsory choices.
  - **The Bidding of the Crimson King:** Magnus may be taken as you compulsory HQ choice.
  - Must have Magnus, Ahriman or a ML3 Praetor as your warlord.
  - No more vehicles than infantry.
  - No allies.
  
- **Unique Wargear**
  - **Arcane Litanies** A one-use protection against Perils of the Warp.
  - **Aether-Fire Cannon:** 10 points to add Soul Blaze to any Plasma Cannon. If this is bought, all such guns in the unit must be upgraded the same way.
  - **Asphyx Shells:** This upgrade applies *Shred* to the Bolt weapons of an Independent Character for 10 points, or to a Legion Veteran or *regular* Legion Terminator squads for 20 points. It can also be taken on Rotor Cannon-wielding Tactical Support Squads for 25 points.
  - **Luminiferous Resonator (Relic)** - An S10 AP3 Salvo weapon that compares against target's leadership instead of toughness. it has no effect on vehicles. It has a 12" range but being Salvo means you can't assault afterwards.



- **Thousand Sons Praetors** are all Psykers, and not only must take a Mastery level but can grab up to two more, giving them a max level of 3 Mastery levels on par of a Librarian..
- **Thousand Sons Terminators and Legion Veterans** can demonstrate the sacred might of their union, and become a Brotherhood of Psykers by buying a Mastery level of 1
- **Osirion Dreadnaught:** 50 points Contemptor upgrade, that gives each dread ML1 (with access to Telekinesis, Telepathy, Pyromancy, and Divination), Adamantium Will, a new Force Weapon and Asphyx Shells.
- **Castellax-Achaea Battle-Automata:** They add Asphyx Shells everywhere with options for aetherflame cannon instead of the Mauler. Then they add the Rage, IWND, Initiative 4 and Fearless special rules alongside a special self-destruct that deals d6 S4 AP- hits. The Psi-Control Matrix is a piece of hardware that allows anyone with at least ML1 to counter the Mindlock that so-hampers Automata from doing anything besides shoot. In addition, friendly psykers can draw Line of Sight from any Psi-Control Matrix Castellax for their Malediction and Witchfire powers, but should the psyker suffer Perils the Castellax must pass an LD test as well or take d6 unsaveable wounds, if this kills them their death-explosion has a maxed radius.
- **Sekhmet Terminator Cabal:** 2 wound Terminators with a well-appreciated ability to use either Cataphractii or Tartaros for the squad. Asphyx Shells and Force Weapons of all three sorts on the wargear front compliment Stubborn and a Level-2 Psychic Brotherhood, with powers from the Pyromancy and Telekinesis disciplines. Not much else for their options besides, as they can't take heavy weapons or switch out their Force Weapons, leaving Combi-weapons as their only switch-out.
- **Khenetai Occult Blade Cabal:** These spellbinding duellists bear twin Force Swords at WS5, alongside a single Brotherhood of Psykers-based power from any Discipline. They receive a special boost from the immaculate synergy of their coordinated swordplay, increasing in size with the unit: At 1-3 models the warriors each receive +1 attack, at 4-8 a further +1 WS hops on top of that, and at 9-10 models they get *yet another* +1 attack.
- **Ammatara Occult Intersession Cabal:** Sons had pioneering Recon divisions as well, the only Legion to do so besides the Raven Guard. A Psychic Brotherhood with Sniper Rifles and Shroud Bombs, Stealth, Move through Cover, Infiltrate and Scout. They also get their own unique power: Mind Killer, which lets the team re-roll any failed hit or wound rolls and ignore cover.
- **Magistus Amon:** Captain of the Ninth Company and Equerry to the Primarch, who was even his first tutor in the psychic arts. A powerful wizard with a lot of potential for lockdown - he's an ML3 Corvidae and Athanean caster with some very powerful tools. Alongside his Master Crafted Force sword,



Archaeotech Pistol, and Litanies, Amon clads a special 2+ armor that gives him a 4++ cover save or adds +2 to any cover he's in and gives anyone with him a 6++ cover save or adds +1 to their cover as well. He also has a single-use attack, auto-hitting D6 times on units of 5 models or less and 2D6 on 6 or larger, Poisoned 4+ AP4 and Cocnussive. On top of all this, armies with Amon can re-roll Seize the Initiative, and enemies attempting to Outflank within 24" or Deep Strike within 12" simply fail, granting his team plenty of breathing space from any surprise assassins. His WT puts one non-flyer, non-Superheavy unit in special reserve earmarked to arrive on a specific turn after the first turn. However, Amon cannot be the Warlord of a *Guard of the Crimson King* RoW force.

- **Ahzek Ahriman:** Ahzek Ahriman was the Chief Librarian and First Captain of the Thousand Sons. While he is ML4, he can only choose powers from Divination. Other than that, he has a Praetor-level stat line with WS5 and rather generic wargear, comprising a MC bolt pistol with shredding shells, MC Force Axe and an Iron Halo. He can give a Command Squad Brotherhood of Psykers (ML2) for 50 points, provided they adopt the Corvidae Cult Arcana and generate their powers from Divination. Ahriman tops things off with a Warlord Trait giving 3 units Scout.
- **'Magnus the Red':** At 495 points, the Crimson King is the second most expensive Primarch after Horus by a mere 5 points. He has 6's in most stats, with WS7, S7, BS5, A4, and Ld10. He's also got a ML5, and he harnesses Warp Charges on a 3+, can roll from any of the non-special disciplines and Sanctic Daemonology in any fashion, only suffers Perils if he rolls three 6's (meaning that if he keeps his WC investment to two, he's Peril-proof) and always re-rolls a result of 1 on the Perils table - so he's pulling them off as well. Furthermore, Magnus ignores the need for LOS with these powers, and his psychic attacks ignore cover. On top of all that, Magnus has a further special power called Mind Wrath, which adds +2 to the Warp Charge requirement of a Witchfire power, in return for doubling its range, and then adding 2d6 bonus Strength, should this bonus roll the Strength of the attack to 11 or higher, the shot becomes destroyer. Magnus shares a similiar evasive bonus with his enemy Leman, in that he forces any attacks including shooting against him or his squad to eat a -1 penalty to hit, but instead of going up over the course of a fight, Magnus instead forces any barrage weapons aimed at himself or his attached squad to scatter 1" further. As the *Sire of the Thousand Sons*, Magnus grants Fearless to any attached unit, lets the army reroll reserves if he's the Warlord, allows all friendly LA:TS to use his LD score for Morale, Pinning, and LD tests incurred from psychic powers, and welcomes Sekhmet Terminators into the Troops slot while ignoring Cult restrictions.
  - **The Horned Raiment:** Artificer armor with 2+/4++ saves that reduces Destroyer damage by 1.
  - **Blade of Ahn-Nunurta:** An S+2 AP1 Two-Handed Force weapon.



- **Psyfire Serpenta:** A special mind-bullet pistol; apparently the term "serpenta" refers to any sidearm now. It's got a 15" range S8 AP2 with Assault d3 and Soul Blaze.
- **Weaknesses:** His statline is on the low side for a Primarch but it's nothing he can't patch with some rolls on Biomancy. He can be tarpitted with his four attacks unless he rolls up Warp Speed, but equally he could just chill in the backfield and blast things with his colossal psychic firepower. Unlike similarly costed Primarchs, his basic rules don't bring much to his Legion. You have the Leadership buff, Terminator troops, and ignoring cult restrictions is good for the Sons, but it just doesn't match up to what the passive abilities other leadership-oriented Primarchs can bring to their Legion. The key with Magnus is that in order to get all the powers he wants, he will have to divide his rolls, meaning he is highly unlikely to get the rolls he wants every game.

- **Sworn Brothers**

- None



## *The Sixteenth Legion: Sons of Horus*

The XVIth legion stands above its peers in terms of vicious, shocking offense. Lightning-fast reserves close in with a plethora of close range and assault-oriented bonuses, saturating the enemy with overwhelming numbers of marines and attacks alike.

- **Legion Special Rules**
  1. **The Edge of the Spear:** Units in reserve can re-roll 1s on reserve rolls.
  2. **Merciless Fighters:** If, at Initiative step 1, there are more SoH *infantry* in an assault than enemies, then all SoH get to make a single extra attack, *provided they have already fought* (thus Unwieldy weapons don't get this bonus). *Bulky models count as 2 and Very Bulky as 3, so take advantage of Jump Pack and Terminator Armour equipped models when planning your lists.*
  3. **Death Dealers:** +1 BS if shooting at an enemy within 12" with a pistol, rapid fire, or assault weapon, but doesn't effect snap fire, overwatch, or fury of the legion shots.
  4. **Bitter Pride:** Cannot benefit from an ally's Warlord trait or Ld stat - your allies.
- **Rite of Battle: The Black Reaving** - *Very balanced and fast close-quarters battle-focused formation, aimed to strike where the foe is at his weakest.*
  - **Encirclement:** Any non-vehicle unit in reserve that enters from a board edge gets Fleet for that turn.
  - **Cut them down:** Units that charge into already engaged enemy units get Rage.
  - **Reaver Onslaught:** Reaver Squads become troops.
  - **The Eye of the Warmaster:** Justaerin may Deep strike.
  - Must take a Master of Signals as a **compulsory** HQ choice.
  - Must take **more** Fast Attack units than Heavy Support units.
  - Must take three compulsory Troops choices.
  - No fortifications - *Unlikely to harm most players.* Unlike most RoWs, you CAN take *Space Marine Legions as allies.* And lots of armies are Sworn Brothers to you.
- **Rite of War: The Long March** - *An aggressive, location-dependent rite that changes the rules the models gain based upon their position on the battlefield, allowing you to get the best out of your units as long as you keep them in the right places, though it compels you to take the fight directly to the enemy and fight on his half of the table.*
  - **Relentless March:** Infantry units gain a special rule depending on where they begin each turn on the table. They gain *Relentless* in their own deployment zone, *Fleet* in No Man's Land and *Crusader* in the enemy deployment zone.



- **The Warmaster's Portion:** On the first turn, your units in the detachment re-roll to-hit rolls of 1, in addition Legion Terminators become non-Compulsory Troops choices.
- This rite can only be taken by "Traitors" and cannot be used in conjunction with the Shattered Legion rules.
- The army cannot include units with the *Slow & Purposeful* rule, *unless* they arrive via Deep Strike or start the game inside a transport vehicle.
- You may not take a Fortification or an Allied detachment.

- **Unique Wargear**

**Banestrike Bolter Rounds:** Bolters and Combi-Bolters with this ammo treat to-wound rolls of 6 as AP3, but have shorter range (18"). Can be taken by Independent Characters, Reavers and the Praevian's Castellaxes, but *not Terminators*.

**Cataphractii Primus (Relic):** 50 points for a suit of Cataphractii pattern Terminator armor that gives you *Eternal Warrior* and +1 Toughness against shooting attacks (along with Slow & Purposeful).

**Justaerin Terminators:** The black clad shock troopers of the Sons of Horus Legion, the Justaerin were the pride of the XVIth Legion Astartes. Tasked with forming the 'point of the spear', their attacks were directed at the heart of an opposing target or a decapitation strike against an enemy force. In game terms, they are Terminators with the Furious Charge Rule, Chosen Warriors and with +1WS +1W. They can also be chosen as a replacement for a Command squad for any Master of the Legion, including Abaddon, Maloghurst, or Horus, without taking up an HQ or Elite slot. Last but not least, they can take a MULTI-MELTA as a heavy weapon. The maximum squad size is also 12, rather than the usual 10, and don't forget that you're Bulky. It may be more practical to consider kitting them out for Assault, since they have access to Lightning Claws and can accept/issue challenges thanks to Chosen Warriors.

**Reavers:** A Sons of Horus refinement of Despoiler squads (Chainsword + pistol tacticals), with the most infamous being the Catulan Reavers of the First Company. They are pretty much a Fast Attack version of Veteran marines (statline wise) with 2 attacks (3 for the chieftain), come as 5-15 man units, with Outflank (which will grant them Fleet on The Black Reaving RoW) and Precision shots and strikes. They don't come standard with a bolter as their wargear is assault-oriented, with all bolt weapons able to take Banestrike shells for a weaker version of Rending, or Volkite chargers for extra wounds (so your longest ranged attack is 18"), one in five can take a special weapon, and any model can buy a Chainaxe, Power Weapon or Power Fist, but Unwieldy means that Power-Fist-using models lose their Merciless Fighters extra attack and the costs stack quickly. The Sergeant can also take Melta Bombs, a Hand Flamer, and artificer armor, and the whole squad can take Jump Packs for a fixed price.

**Dreadclaw Drop Pods:** *As of the Istvaan Crusade Army List, ALL Legions can take them as Fast Attack (or Dedicated Transports for vanilla & Command Terminator*



*Squads), but only the SoHs can take them as Dedicated Transports for Seekers, non-TDA equipped Command Squads, ordinary Dreadnoughts and Reavers too. It's a drop pod that can fly after landing and burn things when they land or cross over them. It's more survivable and protects its cargo better than a Drop pod, gets into combat significantly faster than a Land Raider and it's cheaper than a Storm Eagle... though is not as heavily armed, isn't an AV14 tank or assault ram and at 100 points it's not as disposable as a normal Drop Pod. Terminators can take them as transports. .*

- **Ezekyle Abaddon**: First Captain of the Sons of Horus Legion. UHe is armed with a master-crafted Power Fist, a Grenade Harness, and a Combi-bolter that can be swapped out for a common Power Sword. He is Fearless, for he is Fear incarnate (when he is the warlord), has Precision Strikes and he can Deep Strike with a Terminator squad of any kind. His custom Terminator Armour doesn't actually count as such, so he can still Sweeping Advance after combat while still having Relentless and a 4++ as well. .
- **Garviel Loken**: Captain of the 10th Company and later the leader of the loyalist Sons of Horus forces on Istvaan III. On the tabletop he is a decent Praetor equivalent with a Paragon Blade and Iron halo who can come back from the dead - but only once. He's a Praetor with Power Armour, so he doesn't fare well against run-of-the-mill AP3/AP2 weaponry, but he does have I6.
- **Maloghurst the Twisted**: Horus' equerry. Called "twisted" by his devious tactics, his body came to match the epithet after a crash landing left him crippled. As such, he is not a great fighter (only 2 attacks, I4) and cannot Run or Sweep advance. Broken in Body but with an Adamantium Will, he's more of a booster for your army as he carries a Legion Standard, is Scoring and makes Reavers and Veteran squads (but not Justaerin) Troops.
- **Tybalt Marr**: On the middle ground between Centurion and Praetor stats. He has Preferred Enemy (Loyalists), which is a strong benefit that can confer to his squad, and Master of the Legion, as well as a unique warlord trait: **By the Hunter's Moon**, inflicting a pinning test on anyone within 24" (*particularly infiltrators and scouts*) making it sorta difficult to ambush him. However, he is only armed with a Master-Crafted, Murderous Strike, Charnabal Blade and a Master-Crafted (*made irrelevant due to Preferred Enemy*) Banestrike Bolt pistol.
- **Horus Lupercal** - The Warmaster. The Arch-Traitor. At 500 points, he's the most expensive of the Primarchs, but he can easily earn all of it back and more. His stats may appear surprisingly low at first, but his real value comes from his powerful wargear and assortment of buffs that he can provide. Weapon Mastery allows him to distribute attacks between his two weapons at will. Sire of the Sons of Horus grants him d3 extra attacks against enemies of WS4 or lower and also allows him (along with any Terminator unit he has joined) to join at any time after the second turn if he is placed in reserves. God of War allows all of Horus's reserves to use the Outflank rule, grants Sons of Horus



units with the Legiones Astartes rule +1 leadership if Horus is in the same force, and allows his forces to seize Initiative on a roll of 4+. The buffs are topped off with The Point of The Spear, which allows Horus to use Veteran Tactical Squads and Justaerin Terminator squads as troops and lets him call down an orbital bombardment once per game when in the shooting phase and not in close combat or reserve. The orbital strike has infinite range, a strength of 10, an AP of 2, and has the types Ordnance 1, Large Blast (5'), Lance, and Twin-Linked. Save it for Titans or other extremely dangerous threats. Horus is equipped with the following wargear:

- **The Serpent's Scale:** A specially enhanced set of Terminator armor with a +2 Armor save and a +3 Invulnerable save, and it nullifies psychic powers on a 3+, which is *not* a DtW, so you can back it up with 5+, and do not need to spend a Warp Charge, although it only protects Horus himself, so his squad is still affected by the power. Also, on a 3+ it ignores **temporary** effects (*such as Maledictions, Rad Grenades, etc*) that would adversely modify his characteristic profile.
  - **Worldbreaker:** A Master-Crafted Power Maul said to have been made by the Emperor himself, and it shows. Although it has the Unwieldy quality, the Concussive rule can easily nullify its effects if hitting a foe at S10 and AP2 doesn't just kill them outright.
  - **The Warmaster's Talon:** The unique AP2 Lightning Claw wielded by Horus which lacks the sheer force of the Worldbreaker, but it compensates with the Assault 3 AP3 Twin-linked Bolter built into it for use at long range as well as the Shred rule. But its most dangerous quality is the special rule 'Disabling Strike': Any unit who is wounded but not killed by the Talon in an Assault phase suffers a -1 to WS and Strength for the rest of the game. *And it stacks.*
  - **Teleportation Matrix:** Horus and any attached Terminator units can Deep Strike, and will not scatter when doing so.
  - **Frag Grenades:**
  - **Cognis-signum:** Gives him the Night vision special rule, prevents infiltrators from dropping near him and, if he didn't shoot, gives +1 BS to unit within 6".
- **Sworn Brothers:**
    - **Emperor's Children:**
    - **White Scars:**
    - **Death Guard:**
    - **Blood Angels:**
    - **Word Bearers:**
    - **Mechanicum:**
    - **Imperial Army:**



## *The Seventeenth Legion: Word Bearers*

With access to Daemonic allies, Daemon-boosted unique units and special rules you can have a lot of invulnerable saves and fear-causing units and effects, but are also subject to a degree of random chance. Furthermore, even when discounting Lorgar himself, the ability to make many of your HQ choices into ML1 Sorcerers makes Word Bearers the second-place Psychic force in the 30k environment, just after the Thousand Sons.

At their simplest, the Word Bearers do well as a melee-oriented Legion, with their excellent morale and boosted Sweeping Advance chances. If you can bring a Diabolist (or Erebus) they then get further improved in melee wherever the "Dark Channeling" rule is applied.

- **Legion Special Rules**

- **True Believers:** Roll 3d6 for all Morale checks (but not Fear or Pinning checks for some reason) and must pick the lowest two dice.
- **Cut Them Down:** Must always make Sweeping Advances and must re-roll Sweeping Advance rolls of 1.
- **Charismatic Leadership:** WB Primary Detachments must take a 2nd Compulsory HQ choice, this must always be a Chaplain or a *Centurion* (and not any "Consul", like a Champion).
- Traitor Word Bearers (and that's pretty much all of them) are the only Legion that can use psychic powers from Malefic Daemonology. Do remember that the Malefic Daemonology psychic discipline subjects non-Daemon models using it to suffering "Perils of the Warp" on ANY doubles rather than just 2 or more sixes, so unless you have plenty of Warp Charges, Malefic Daemonology is best saved for your Psyker models that have the Daemon rule.

- **Unique Wargear**

- **Burning Lore:** Any Word Bearers Praetor, Diabolist, Centurion or Chaplain has access to the Burning lore wargear upgrade. It turns them into a Mastery Level 1 Psyker with access to the Biomancy, *Malefic Daemonology* (pg. 19 of Age of Darkness Army list) or Telepathy disciplines. *Remember that you will get both the Primaris and another power due to Psychic Focus.*
- **Tainted Weapon:** Any Word Bearers character that has the option to take a Power weapon may instead take a Tainted weapon, it's a CCW with Instant Death and Specialist Weapon.
- **Conversion Dissonator (Relic):** Once per game, for one turn only, all invulnerable saves within 12" (Friend *and* Foe) suffer -2 and can be negated.

- **Rite of Battle: The Dark Brethren** - *Situational anti-psyker and Daemon-centric force. Your tactical options are rather restricted in return for bringing lots of Daemon allies and Daemon-possessed units.*



- **Arch-Traitors:** All Independent Characters get Preferred Enemy (Loyalists).
  - **Signs & Portents:** After everyone's deployed, nominate one unit in your force and let your opponent know which one it is. Flip a coin. If you win the flip, the nominated unit in your army gets Preferred Enemy (Everyone), or everyone has Preferred Enemy against that unit if you lose the coin flip.
  - **From Beyond:** Codex: Daemons become Battle Brothers (not Sworn Brothers. RAW that means Daemons can use your transports. FW, however, does not respond on this question and answers "Bloodletters charging from Spartan are cool" on Facebook).
  - **Hell follows with Them:** Enemy Psykers taking Perils of the Warp suffer Instant Death.
  - Must take one Diabolist - *This means all three HQ slots are taken unless you take Erebus or Kor Phaeron.*
  - Only one Heavy Support choice may be taken.
  - No fortifications, and any Space Marine allies are Desperate Allies with this detachment.
- **Rite of War: Last of the Serrated Sun** - *Quite different from the Dark Brethren, this Rite is less focused on Fate or Psykers and is altogether something a bit more tactically rigid, with your infantry units all arriving via some form of Deep Strike, without hindering your whole army selection like some other Rites do.*
    - **Company of Monsters:** Gal Vorbak become Troops choices and *must* take either a regular or Anvillus pattern Drop Pod as a dedicated transport.
    - **Drop Elite:** Any infantry unit that has access to a Rhino gets the option to take a Drop Pod.
    - **Burning Sun:** Enemy units within 12" of arriving drop pods must take a Pinning test.
    - All infantry units must either start the game in a Drop Pod, in teleportation Deep Strike reserve or inside a transport Flyer.
    - You may not take any immobile units (like Sentry Guns).
    - You may not take Fortifications or an Allied detachment.
  - **Diabolist:** Unique Consul for the Word Bearers. He gains the Daemon special rule and Preferred Enemy (Loyalist), but only for melee attacks. He may not be equipped with a bike, jetbike, Terminator armour, a Power Fist or a Thunder Hammer. If a Diabolist is present, the force has access to the *Dark Channeling* option.
    - **Dark Channeling:** An upgrade for Tactical, Breacher, *Assault*, *Veteran* or **Terminator** squads. Roll a D6 for each unit you wish to grant this bonus to at the beginning of the game. On a 1-3 the unit gains Zealot, 4-5 gains +1 Strength for the duration of the battle, and on a 6 the unit gains the Daemon special rule (*no Apothecary for you*)



for the duration of the battle, but no longer counts as scoring (if it did before) and counts as being destroyed at the end of the game for the purposes of calculating victory points.

- **The Ashen Circle:** The Circle of Ashes are the Legion's book burners, Iconoclasts designed to put civilizations to the torch. They have unique Axe-Rake weapons with +1S, AP6 and -1 to enemy's fall back distance, any of which can be replaced by a dirt-cheap 5pt Power Axe. As a variant Destroyer squad, Iconoclasts cannot be joined by friendly ICs. They may always use Hammer of Wrath at S5 classed as Flamer type attacks. If this unit Deep Strikes, all models within D6" take a S3 AP5 hit from their flamers. The squad leader may take Phosphex bombs and an Inferno or Plasma pistol.
- **Gal Vorbak** Possessed Marines 2 Wounds with 3 on the sarge & WS5/S5/T5/I5, they all have bolt pistols and bolters as well as grenades. The Blessed Sons have the Daemon special rule, along with Stubborn, Bulky, Rage, Rending in Close Combat and Deep Strike. They may take one Special Weapons per 5 models, to a maximum of 2. They cannot be a scoring unit
- **Mhara Gal Tainted Dreadnought:** The result of putting a Gal Vorbak in a Dreadnought, with a bunch of new rules to go with it. The most notable difference between it and a regular Contemptor is how it exchanges Atomantic Shielding for Daemon, Adamantium Will, and IWND. In addition, all Flame, Volkite, fusion, plasma, or melta weapons aimed at it hit at -1 Strength, anything that assaults it with anything below T7/AV13 takes -1 to-hit, and if it explodes, it goes up in a Massive Blast that hits at S6 AP5 with Soulblaze. It has no Armoured Ceramite, and that's not all; becoming a Daemon means a BS of just 3, so you should never give it an Autocannon or Lascannon. It comes standard with Warpfire Plasma Cannon, which fire three shots at St8, and doesn't Get Hot. Also, the bolters on its CCWs have Blind.
- **Erebus** First Chaplain and corrupter of Horus Lupercal. He has Zealot, Adamantium Will, Master of the Legion and Harbinger of Chaos which allows all Word Bearers to use Dark Channeling. Furthermore, he lets you take an allied force of Chaos Daemons. He ALSO is a Level 1 Psyker due to his Burning Lore, drawing from Biomancy, Telepathy, or Malefic Daemonology, but this also means his Deny the witch psychic.
  - He is a Chaplain Diabolist with Master of the Legion, so he fills both Charismatic Leadership AND the rite's Diabolist requirement, freeing up that 3rd HQ slot you would have to sacrifice .
- **Kor Phaeron:** First Captain and foster-father/corrupter of Lorgar. He gives *all* Word Bearers +1 Leadership as long as he is the warlord, which he must be unless Lorgar is around. His Cataphractii armor confers him Feel No Pain 6+, a 1-use hand flamer and like Erebus he lets you take an allied force of Chaos Daemons, is a Lv1 psyker and a Diabolist. Unfortunately his statline is mostly 3's as he is not an Astartes. With WS4, Toughness/Initiative 3 and 2 attacks (3



for his twin lightning claws) his only saving grace is his cheapness when compared to other 30k-era special characters and the fact that, being a Diabolist Master of the Legion, he fills 2 of the HQ requirements for Dark Brethren.

- He also has **Burning Lore**, making him a level 1 Psyker with access to Biomancy, Telepathy, or Malefic Daemonology. It's highly recommended that you pick Biomancy to help increase his survivability, given his poor stats.
- **Zardu Layak, the Crimson Apostle:** Like Erebus and Kor Phaeron, he is a Diabolist Master of the Legion so he fills 2 of the HQ requirements for Dark Brethren, and also gives a +1 bonus to rolls on the Dark Channeling table. The Daemon and Zealot rules compensate for a fairly low statline, and he's also a ML2 psyker that can choose any power from Pyromancy or Malefic Daemonology. As a Warlord, he unlocks Ashen Circle squads as troops but forces them to buy Dark Channeling. In addition to his Bolt Pistol, frag/krak grenades, and artificer armor, he wields the Azurda Char'is (a two-handed S+2 AP4 force staff which allows him to reroll a single failed attempt at manifesting a psychic power per game) and the Panoply of Flame (which gives all units with the Legiones Astartes (Word Bearers) rule within 12" a +1 bonus to combat resolution and Sweeping Advance rolls, and may also be used like a heavy flamer once per game). Like Erebus and Kor Phaeron, he can bring in an allied detachment of Chaos Daemons, which synergizes well with the Malefic Daemonology powers he can select (and has a much safer time using than most anyone else in this legion thanks to his Daemon rule). If he has one weakness though, it's that he only has 2 wounds, but there's plenty of ways to boost his survivability, with the Daemon rule, the ability to choose his psychic powers and with access to Daemon bodyguards, he can boost all of their Invuln saves by +1 with his powers, which can be further boosted by a Deredeo Dreadnought (up to 3++).
- Same problem with Daemons allied detachment Erebus has.
  - **Anakatus Kul Blade Slaves:** Layak's pair of bodyguards, which must remain with him at all times. They're 3-wound combat monsters with Daemon, Rage, and IWND, with the only thing really holding them back being their 3+ armor save. They wield plasma pistols and the Anakatis Blades - AP3 Specialist weapons (so no +1 attack from the pistol) that gain AP2 anytime they roll a 5 or 6 to wound AND each unsaved wound inflicts two wounds that must be saved against separately (akin to Gets Hot! it's 2 autowounds that allow armor saves). However, if Layak is ever slain or removed from play they go nuts and try to charge the nearest Infantry or MC they can reach, focusing on whichever nearby unit has the most models in base contact with it - including your own units.



- **Hol Beloth:** One of the leaders of the attack on Calth. Stat-wise, he's a Praetor-equivalent armed with a plasma pistol, tainted weapon, and master-crafted power-fist along with an iron halo, artificer armor, and frag/krak grenades. His WT is fixed to Bloody-Handed, and he can use his Exhortation of Battle ability to increase all Word Bearer units' WS to 5 (assuming it wasn't already 5 or higher to start with). Finally, his Hexaglyphic Ward allows him to ignore the first wound suffered as the result of a failed save in a game, which can act as a pseudo-EW if the wound in question would otherwise cause Instant Death or is a 6 on Destroyer table.
- **Samus, Daemon Prince of the Ruinstorm:** A Lord of War choice you can take, because Daemonbros. Being from the post-Daemonkin release, Samus gets to be a Daemon of Khorne that neither suffers Daemonic Instability nor summons Warp Storms. He also gets IWND, S/T 7, 6 Wounds, Hatred (Infantry), Adamantium Will and Fleet. He's only armed with an AP2 CCW with Murderous Strike (ID on a 6 to wound) and Armourbane, but his fun isn't in combat. He must begin the game in Reserves and Deep strike to the battlefield, and if *any* Character dies any turn before he arrives, he can choose to Deep strike without scatter within 3" of the place that model died. In addition, your enemy takes -1 from all reserves (with rolls of 1 being auto-fails), any blessings used by either side cost an additional Warp Charge, and he forces anyone charging him (and testing Fear) or in combat with him to halve their Leadership unless they're Stubborn or Fearless.
- **Cor'Bax Utterblight, Daemon Prince of the Ruinstorm:** Ruinstorm LoW Number 2, meaning he lacks Instability. For some strange reason, this Nurgle Daemon is Initiative 9. He also has the Slime Trail Beasts of Nurgle use to protect themselves. Aside from that, he's the same as a normal Great Unclean One statwise except for exchanging an Attack for Toughness 8. He can also use Biomancy and Nurgle's Plague powers. In melee, he's got some vicious tricks with 3+ Poison and the ability to inflict Instant Death on a 5+ TO HIT against infantry. He also gets d3 HoW hits on the charge, which ignores all terrain and comes with Assault Grenades. If he dies he drops a Massive Blast that inflicts Poisoned (3+) AP4 hits on anyone inside that's non-Nurgle Daemon.
- **Lorgar Aurelian** - At 375 pts, Lorgar is the cheapest of the Primarchs (aside from Corvus Corax during the events of Istvaan V), and his stats show for it, being the lowest of the Primarchs. However the Urizen's abilities lie in buffing his sons. While he is in the table all Word Bearers may use his leadership, and all Units that can draw line of sight to him get +1 charge distance, immunity to fear and +1 to their combat resolution. Also once per game you can force a single enemy model *or unit* attacking Lorgar to reroll all 5s and 6s both To hit and To wound him. He can also reroll all failed Deny the Witch rolls. He is also a Lvl 2 Psyker and may roll on Divination or Telekinesis, and has been FAQ'd to work with 7th edition: Lorgar successfully harnesses warp charges only on a 5+ which is obviously a bit weak for a psyker. Alternately, you may upgrade Lorgar to *Transfigured*, representing his newfound favor from the



Chaos Gods; if this is the case, he may *select* any three powers in any combination from the Divination and Telekinesis disciplines at the start of the game and upgrade his mastery level to 3 and successfully harnesses those charges on a 3+. Due to being a high-level psyker with Adamantium Will, he also gets a DtW 3+ against psychic powers cast by level 2 or less psykers, and 4+ against anyone of equal or greater power.

Lorgar can use the following Wargear:

- **The Armour of the Word** - gives Lorgar a 2+ armour save, 4+ invulnerable save which increases to 3+ against witchfire, psychic-empowered attacks, and blows from force weapons.
- **Illuminarum** - An AP2 Power Maul with Master-Crafted and Smash, forged by Ferrus Manus as a gift. It strikes at S8, ignores any armor, concusses anything that survives it to I1, and has the ability to supercharge into penetration re-rolling S10 if he gives up all his attacks. It also lacks the Two-Handed or Specialist Weapon rules.
- **Archaeotech Pistol**
- **Frag Grenades.**
- **Weaknesses:** Lorgar's first and biggest weakness is his statline, at least compared to the other Primarchs. Upgrade him to Lorgar Transfigured; if you pick a ranged power you won't really have to worry about him footslogging it either as he'll still be able to make himself useful. And if you also choose to take something like Levitation, Prescience, or Precognition you'll be practically guaranteed to win games and make other players hate you.
- **Sworn Brothers:**
  - **Sons of Horus:**
  - **Imperial Army:**



## *The Eighteenth Legion: Salamanders*

The Salamanders main themes are endurance and some of the finest crafted and best Legion-specific wargear available along with their usual heat-based weapons. .

- **Legion Special Rules**
  - **Strength of Will:** Automatically pass Fear tests, must reroll 1d6 on failed Morale and Pinning checks.
  - **Promethean Gift:** Hand, normal and Heavy flamers (not necessarily all flame weapons, just those 3), including vehicle mounted ones, gain +1S, and all enemy Flame weapons count as -1S when used against Salamanders.
  - **Nocturne Born:** Do not add their Initiative to Sweeping Advance scores and reduce Run and Charge distances by 1", to a minimum of 1" .
  - **Disdain of the Dark Age:** By decree of Vulkan, Moritat Consuls and Destroyer Squads may not be taken in a Salamanders detachment. Additionally, no Phosphex weapons of any type may be taken as an option by any model in a Salamanders detachment. Rad weaponry is still allowed.
- **Rite of War: The Covenant of Fire - *Bring all the melta and flame, while being able to tank nearly all the pain..***
  - **Obsidian Forged:** All Salamander vehicles get a 5++ against Melta weapons including bombs, Flamer, Plasma & Volkites.
  - **Veneration of Wrath:** All Multimeltas, meltaguns and inferno pistols in the detachment become Master-Crafted. Also Pyroclasts become non-compulsory Troops.
  - **Implacable:** All units in the detachment get Move Through Cover.
  - No Deep Striking
  - No Fortifications. Allies are fine.
  - Can only take one Consul type other than Legion Champion
- **Rite of War: The Awakening Fire - *The enemy leadership will be put to the test, patching the Salamanders' vulnerability in melee without imposing too much limitations.***
  - **Devils From the Dark:** All Salamanders cause Fear.
  - **Unto the Fires:** If a roll is made for the game to end you can force one more turn.
  - **Fury of the Salamander:** Librarians can get a different Primaris for Pyromancy psychic powers: WC3 18" Assault 1 Beam with S5 AP1 and, if it inflicts a casualty, forces a morale check with a LD penalty equal to the number of casualties caused.
  - Must have a chaplain .
  - No more than 1 unit of Jetbikes, Flyers, Jump pack infantry and Skimmers each.



- No Vulkan.
  - No allies or fortifications.
- **Unique Wargear**
    - **Artificer Weapons:** Characters may upgrade a single weapon to Master-Crafted, albeit for +5 pts.
    - **Dragonscale Storm Shield:** On its own grants a 5++, but gives +1 to any other Invulnerable save the model might have, up to 3++. Takes up an arm just like modern Storm Shields.
    - **Mantle of the Elder Drake:** Grants your Praetor the incredibly rare 'Eternal Warrior'.
    - **Purging Flame:** Any Heavy Bolter/TL Heavy Bolter *in the detachment* may be exchanged for Heavy Flamer/TL Heavy Flamer for free. Plasma Pistols can also be exchanged for Inferno Pistols for free.
    - **Zeroth Conductor Shield (Relic):** A Combat Shield, with 5++ invulnerable, but you can claim the extra attack from 2CCW. Causes D6 automatic S8 AP2 hits onto incoming units at Initiative 10, after Overwatch.
  - 1. **Firedrake Terminators:** The Salamanders' Terminator elite. They can get Storm Shields for a 3++ save, they also have 2-wounds and WS5 and are still scoring units. The only combi-weapons they can get are combi-flamers/-meltas. They can also be used to replace a Terminator Praetor's Command Squad.
  - **Pyroclasts:** They are a tactical flamer squad clad in special Artificer armor, with a 5++ save against flamer, melta, plasma and volkite weapons. They are a Heavy option and can buy a Land Raider DT, and their flamers can be fired as S6 half range Meltas. They can get Melta Bombs for the whole squad for a fixed price.
  - **Cassian Dracos:** First Legion Master of the Salamanders (the very same up to Vulkan's arrival, remarkable) when they were still called the Dragon Warriors, and the first occupant of the Iron Dragon Venerable Dreadnought. It has AV 14 to the front, WS6, BS5, S6(10), Extra armour and is *immune to all special rules* that adjust armour values or add dice rolls to armour penetration. Cassian has also *It Will Not Die*, so he can regenerate lost Hull Points on his own, of which he has four, and he's Venerable. He can be the warlord, but only if there are no other HQ choices in your army, and if so he does not grant a VP to the opponent if he dies and he also grants FnP (5+) to Salamanders within 3" of him. His heavy flamers are at S6 because of the Legiones Astartes rules AND if both are operational they can be fired as a single Twin-linked Meltagun. He also has a Nuncio Vox.
  - **Lord Chaplain Nomus Rhy'tan:** A Praetor-level Chaplain, he survived the Heresy because Vulkan ordered him to remain on Nocturne. He comes with Artificer armour, an Iron Halo and Eternal Warrior. His weapon of choice is



an S6 Armourbane Thunder hammer that is NOT unwieldy, and a combi-flamer. If he's the Warlord, all friendly units within 12" of him can use his Ld10. He also lets you take a Dreadnought Talon as an HQ slot.

- **Xiaphas Jurr:** Another Salamander Chaplain, tasked by Nomus to find what happened on Istvaan V, and who ended up rescuing the shattered remnants of the Salamanders. He has Chaplain stats, +1LD, Artificer armour, MC Power maul, and the Burning Halo, giving him a 4++ (becoming 3++ due to his Dragonscale Stormshield) that also inflicts a S4 hit every time he successfully makes a successful Invulnerable save in CC. However, being the Prophet of Flame he's also a ML1 Psyker with Precognition and Prescience (although he counts as Leadership 7 for the purpose of psychic tests). Furthermore, when he is the Warlord, his controlling player can re-roll the first failed Pinning test or Morale check of each game turn, but only if he's on the table instead of in reserve or embarked inside a transport, and he can't be the Warlord if Cassian Dracos is in the same army.
- **Vulkan:** The Lord of Drakes costs as much as Mortarion at 425 points, and like him, Vulkan has a relatively high statline compensated by a variety of buffs and rules to make sure he never dies. Sire of the Salamanders enables all Salamanders with the Legiones Astartes rule to use the Adamantium Will USR and a bonus +1LD, while Blood of Fire enables Vulkan to reroll any failed Deny the Witch and IWND rolls. Vulkan can use the following Wargear:
  - **The Draken Scale:** The 2+ armor save and +3 invulnerability save, additionally, all flamer, fusion, Volkite, melta or plasma weaponry used against Vulkan has its strength halved (rounding down).
  - **Heavy Flamer:** It has S6.
  - **Dawnbringer:** Originally forged as a gift for Horus, it is a S10 AP1 weapon with Two-handed, Concussive, Armourbane, and Instant Death (it's *not* Unwieldy), and Earthshatter; Instead of attacking normally, Vulkan can place a blast template (3") anywhere in base to base contact with him that does not cover any friendly models; all models under the template suffer a single automatic S8 AP3 hit with the Strikedown special rule.
  - **The Furnace's Heart:** A gift from Ferrus Manus. It's Assault 1 S6 AP2 Rending 18" Beam (the beam can't cross allied units).
- **Weaknesses:** Vulkan is very much Mortarion's counterpart in resilience, what works on Mortarion (Volkite, Melta and Plasma) doesn't really work on Vulkan, whereas what doesn't really work on Mortarion (Poison and Fleshbane), works very well on Vulkan. While Vulkan is as mobile as most Primarchs and shootier than the average, his hammer is so good that not using it to open Spartans or Super-heavies would be a waste, and he needs a transport to get there. Getting stranded can be a problem, much more if it means getting exposed to Phosphex, Lascannons and Medusas, so consider having an alternate transport nearby.



- **Sworn Brothers**
  - **Dark Angels:**
  - **Emperor's Children:**
  - **White Scars:**
  - **Space Wolves:**
  - **Imperial Fists:**
  - **Blood Angels:**
  - **Raven Guard:**
  - **Mechanicum:**
  - **Imperial Army:**



## *The Nineteenth Legion: Raven Guard*

They are a very balanced force with great Legion units and jump infantry in general that are both fast and adept at hiding in cover.

Their bias for lightning-fast attacks and aerial deployment allows them to set up powerful Decapitation strikes, tying up enemy units only to suddenly appear behind the enemy lines and kill that pesky HQ. Which in fact is the exact purpose of their Dark Fury squads. This strategy relies on them going first, but thankfully their RoW helps them with this.

- **Legion Special Rules**
  - **By Wing and Talon:** Infantry, except Terminators, gain Infiltrate and Fleet (so they can Outflank too when coming from Reserves). Jump Packs, Bikes and Terminators get Furious Charge instead.
  - **Flesh over Steel:** May not take more Tanks than Infantry units.
- **Rite of War: Decapitation Strike** - *The Raven Guard version of Orbital Assault, sans Deep striking Terminators but also without its biggest drawbacks*
  - **For Whom the Bell Tolls:** All Legiones Astartes (Raven Guard) gain Preferred Enemy (Independent Characters).
    - FAQ (Nov '16) states that PE applies to the entire target unit if a single model has the IC rule.
  - **Predatory Strike:** Can re-roll dice for determining turn order.
  - **Fury From Above:** Deathstorm Drop Pods become Elites choices, and Tactical Squads, Veteran Tactical Squads, Tactical Support Squads, Seeker Squads and Heavy Support Squads can all use Drop pods.
  - Only one Heavy Support choice allowed.
  - Only one Consul allowed.
  - No fortifications or allied Space Marine Legion detachments allowed.
- **New Rite of War: Liberation Force** - *A guerrilla-themed melee army with some single-use but potent buffs and the potential for good synergy with allies.*
  - **Freedom Fighters:** Once per game at the beginning of your turn, you can give all models in the army Zealot for the remainder of the turn.
  - **Slayer of Tyrants:** Slay the Warlord secondary objectives give d3 VPs instead of 1.
  - **Lead by Example:** If you take Allies from Imperialis Militia/Warp Cults, they gain Fearless if they stay within 6" of anyone with the Legion Astartes (Raven Guard) rule..
  - Cannot be used by an army with the Shattered Legions theme.



- Cannot take any Fortifications, or units with the Immobile or Slow and Purposeful rules.
  - Can only be used by Loyalists.
- **Unique Wargear:**
  - **Raven's Talons:** *Anyone* with Lightning Claws (single or paired) can upgrade them to add Master-Crafted and Rending.
  - **Infravisor:** Gain Night Vision, but Blind tests are taken at II.
  - **Cameleoline:** *Any Independent Character can take this.* Grants Stealth. Not compatible with Jump Packs, Terminator armour, Bikes, or Jetbikes. Does confer to Praevian.
  - **Fractal-Harrow Blade (Relic):** S+1 Rending power sword. For each wound caused by the weapon's BEARER (so all you need is to have it, FAQ confirms) is counted as two wounds for the purposes of assault results.
- **Mor Deythan Strike Squad:** Elites. Veterans of the Deliverance uprising that fought alongside Corax himself, able to sneak almost as well as their Primarch. They are better Recon squads (BS+1, **Implacable Advance**) that have traded the Outflank + Acute senses for Stealth and Scout (because being Raven Guard, you were going to Infiltrate them anyway), and have a one-use shooting attack that TLs their weapons and gives them Rending (it also improves Sniper rifle's rending by one). Can take a Rhino or a Darkwing as a DT. Cost only 10 points more than a Recon squad, but come weaponless and must buy either sniper rifles, shotguns or combi-weapons and one in every three can take a special weapon; including a Missile launcher with Suspensor Web and Volkite Charger.
- **Dark Fury Assault Squad:** A 5-10 man jump unit all armed with twin Raven Talons, the leader has WS5, Artificer and also Precision Strikes. They gain a 5+ cover save when arriving via Deep Strike and +II on the charge, alongside their +IS from being Raven Guard Jump infantry.
- **Darkwing Gunship:** Storm Eagle with 2 Twin-linked Lascannons, one Twin-Linked Heavy Bolter, Outflank and Stealth for a 3+ *Jink save*; it also has his own special weapon, the Vengeance Launcher, which fires 2 S4 AP5 Blind & Concussive Large Blast missiles. Veteran Tactical Squads, Terminators & Mor Deythan can take the Darkwing as a Dedicated Transport if they don't exceed it's transport capacity which is reduced to sixteen.
- **Strike Captain Alvarex Maun:** The 'Master of Descent', always leading drop assaults from the front to secure the landing zone in person. He's basically a Praetor with a Power sword but one less WS, I and A. He is not meant to be in close combat. Instead, he gives candy to your army: first of all, he is really cheap, while still allowing you to use a Rite of War, so you can invest your points somewhere else. Also if he is the Warlord all Flyers and Drop Pods (of



any type) in the army get to re-roll failed Reserve rolls and he also has the ability to either give a re-roll on Seize the Initiative, if he was deployed at the beginning of the game, or make his Deep-Striking DT arrive the very moment you start rolling for Reserves. Not enough for you? Good, for he also has the Nightfall Pattern Strato-Vox, which is a powered up version of the Nuncio Vox that prevents the scatter of Deep striking units within 18", for a 36" bubble, of him and also gives any Ravens in a Deep-Striking vehicle Counter-Attack the turn they arrive in (the closest anyone can get to assault the turn they deep strike), along the normal effect of being able to use his LOS for Barrage weapons. But he, obviously, must be on the table (and not inside a vehicle) at the start of the turn to use it.

- Moritat-Prime Kaedus Nex:** The 'Blood Crow' was a murderer freed by Corax to help in his uprising. Compared to other Moritats, this guy is king, even more so with the new Plasma-Moritat nerf. He has +1 BS and I than a Moritat, Precision Shots, Shroud Bombs, Melta Bombs, Refractor Field and Cameleoline. Unlike Moritats, however, he lacks Scout, and his 'Lone Killer' rule gets replaced with 'Ill-omened', which means that, unlike them, he benefits from blessings and RoWs (rather nice with Decapitation Strike, as he also doesn't have the Consul rule), but loses the ability to join *any* kind of squad, even Destroyer squads, (despite being labeled as an Independent character). His 'Relentless Stalker' rule allows him to deploy within 18" of his chosen HQ/Elite target so long as he's out of sight, and by doing so he also gets Shrouded for that first turn. This must happen after all other infiltrators have been set up, but it doesn't count as one, so it bypasses Augury Scanners. 'Raven's Vengeance' grants him Zealot when in combat against his target and, once he kills them (or they are killed in a phase where he caused at least one unsaved wound), scores a bonus VP. His guns are essentially Bolt Pistols with a AP 4, Rending & Concussive, and he can wield them in close combat gaining +1 attack for 2 pistols and with BS6 his Chain-fire ability. But he can never be your Warlord. .
- Corvus Corax:** At 450 points, the Raven Lord deserves to go solo like the Primarch of an independent legion should be. Unless the unit is a psyker/daemon OR Corax is in a unit OR he is the closest unit to them, they can only snap-fire at him. *(Note: this makes him IMMUNE to Blast & Template weapons, unless they hit him by accident or he's close to them, and given how far he can move you have no excuse for him being the closest unit).* This makes him very easy to use in games starting at 2k points/cost effective since he doesn't need a transport and/or retinue like every other Primarch. He may also remove himself from play and return to reserves, even while in close combat. Furthermore, his Sire of the Legion gives him old-school Furious Charge (which he can put to extremely good use since he also has Hit & Run) and his entire legion get Acute Senses for Outflanking and always roll 6s on run moves (even Terminators or Jump Units, which is priceless, since they didn't get Fleet from "By Wings and Talons"). Corax is the master of slaughtering line troops; between his high number of attacks, fighting style to add d3 attacks, dual pistols, and pinions adding d3 hammer of wrath hits at



AP3 he can kill up to 15 marines a turn before sweeping. Angron wishes he could cull that many out of the gate. Corax is one of a number of Primarchs with alternative gear and profiles, and his is one of the most extreme examples; his stock "fresh" profile represents him during the Great Crusade and the battle of Istvaan V that became the Dropsite Massacre. The damage he sustained to his body and gear in that theatre of death provides the second "wartorn" profile, lowering his statline to account for his unrecovered injuries and demoting and altering certain pieces of wargear, although he also costs 100 points less and gains Infiltrate and Scout (for footslogging purposes) and Hatred of all the Traitor participants in the Drop Site Massacre (for revenge purposes) - except Word Bearers for some weird reason. Corax can use the following wargear.

- **Sable Armour:** 2+/5+ (*cracked and broken to 3+/5+ after Istvaan*) makes him one of the more fragile Primarchs, however he does cause Deep Strike mishaps on doubles to arriving enemies within 12" and teleport homers just don't work around him.
- **Panoply of the Raven Lord:** A twinned-claw and whip ensemble, these tools of the Raven's trade count as a single two-handed weapon with AP2, Shred and Blind. Can choose each turn to either gain D3 attacks or add +3 to penetration rolls (So S10 on the charge) and auto-wound on a 5+ (with Shredding rerolls) or impose -1 to enemy To Hit rolls.
- **Korvidine Pinions:** Makes stock Corax Jump infantry with rerolls to Deep strike scatter, the ability to Vector Strike and provides D3 Hammer of Wrath hits on all charges at S5, and at AP3. Should Corax suffer a DS mishap with the Pinions, he always gets the mildest "delayed" result.
- **2 x Archeotech pistols:** Wartorn Corax ran out of the ammunition these pistols required, so he takes to wielding a stripped-down Assault 3 Heavy Bolter instead.
- **Shroud Bombs:**
- **Frag Grenades:**
- **Weaknesses:** Watch out for high-Invulnerable save multi-wound models; Iron Halo Praetors, Legion-exclusive Cataphractii Terminators and anything with a Storm Shield. You will not kill them quickly. Watch out even *harder* for concentrated AP 2, especially with the aforementioned defenses, because that mere 5++ is not enough to save this Raven. Charging Red Butchers, Deathshrouds with Rad Grenades and TH/SS Fists and Drakes are a real nightmare. Also, it bears repeating: don't fight other Primarchs in melee unless you can hit and run away to leave them exposed. If you're Ravenning like a true Raven Guard, you've already prepared to shoot the shit out of them with podded Seekers and ScInfiltrated Fatal Striking Mor Deythan. The Raven Guard are here to prove a point about tactics, not blunt schlubbyness; Never fight fair and always exploit weakness.
- **Sworn Brothers:**



- **Space Wolves:**
- **Salamanders:**
- **Mechanicum:**



## *The Twentieth Legion: Alpha Legion*

The Alpha legion are an infantry-heavy army with more close combat prowess than you'd expect, though mechanized-infantry and Deep Striking lists are quite viable, and potentially devastating when pulled off. As for what is that infantry going to do, you can't make predictions as they can have playstyles so different you'd think you're facing an entirely different legion.

- **Legion Special Rules**
  - **Mutable Tactics:** Your choice of Scout, Infiltrate, Tank Hunters, Counter Attack, Move Through Cover, or Adamantium Will. Choose it when you pick warlord traits.
  - **Martial Hubris:** If the Alpha Legion suffers more units destroyed than the foe, the enemy gains +1 VP. Figures that the Last Legion's main disadvantage would mirror the First's, but mercifully it's only 1 VP and not 1d3 of them.
- **Unique Rite of War: The Coils of the Hydra** - *When your enemies' Command and Control fails them and they come across unexpected forces that were loyal to you all along, you can dictate the pace of the battle and strike them from all directions with the strength and subtle lethality of the Hydra!*
  - **Subterfuge:** +1 to going first OR can reroll Seize the Initiative - A huge incentive to run this ROW since an all Infiltrating or Scouting force has a massive advantage on turn 1.
  - **Signal Corruption:** -1 to enemy reserves.
  - **The Rewards of Treason:** Gain the ability to use any other Legion's special units (except for ICs or unique units) as an Elites choice. They keep all equipment and special rules, but switch out their parent Legion's special rules for the Alpha Legion's rules. .
  - Must take an additional compulsory Troops choice.
  - All infantry must possess either Deep Strike, Infiltrate, or a Dedicated Transport..
  - Only one Consul permitted (save for Vigilator).
  - No fortifications or allied Space Marine Legion detachments.
- **Unique Rite of War: Headhunter Leviathal** - *A low-risk RoW focusing on Headhunters and going first to achieve a decapitation strike based around deception rather than speed and fury..*
  - **Headhunter Elite:** Headhunter Kill Teams become the compulsory Troop choices.
  - **Sudden Strike:** If your primary detachment is using this RoW, you can re-roll the dice to see who gets the first turn.
  - **False Flags:** Any enemy that declares a ranged attack against an Alpha Legion unit in the first game turn that has not yet been fired on by an AL unit that turn must pass a Ld test first. If it fails, it forfeits all shooting attacks for that phase.



- Failing to kill the Warlord grants the opponent D3 VPs, even if Slay the Warlord wasn't an objective.
  - All vehicles in the Alpha Legion army must begin in reserve.
  - Cannot take Allies of any kind.
- **Unique Wargear**
    - **Banestrike Bolter Rounds:** Bolt shells deliberately designed to breach Astartes Power Armour, which they shared with their Sons of Horus buddies. Bolters and Combi-Bolters with this ammo treat To Wound rolls of 6 as AP3, but their range gets reduced to 18". For Heavy Bolters, however, it's a direct upgrade since the range remains the same. Seekers may exchange their Scorpis with Banestrike at no cost, whereas Veterans *and Legion Terminators* can get this for +20 pts and ICs for +5 pts.
    - **Power Daggers:** S(User-1) AP3 Rending Specialist Weapon for your characters, all for dirt-cheap 5pts. They're the cheapest way to give an extra attack to someone with a Powerfist, Chainfist, Lightning Claw, or Paragon Blade.
    - **Venom Spheres:** Assault Grenades made of poisoned crystals that grant Hammer of Wrath to their bearer. They can also be used to throw a S3 AP- blast. Praetors, Consuls, Techmarines and Apothecaries can swap their Frag grenades for this for +5 pts, and Veterans, Seekers and Destroyers get them for +25 pts for the whole squad, regardless of size. Remember HoW is on a model by model basis, so an attached IC with Venom Spheres won't mean a lot.
    - **Venom Sphere Harness:** As above, but it does shoot two S3 AP-small blasts, but on the turn it's used it does grant Hammer of Wrath to the entire squad. For Terminators and one-use only.
    - **The Drakaina (Relic):** A virus-pistol. Shoots a S4 AP4 Poisoned/Rending shot, however, a squad that suffers casualties from this weapon has to take D6 Toughness tests for the rest of the game, with each failed test causing a further automatic wound, with no saves of any kind allowed. Can only be nullified by passing ALL tests. But then you just shoot the unit with the pistol again and start the cycle over and over.
  - **Headhunter Kill Team:** An AL-specific variant of Seeker squads. Instead of 'Marked for Death' (Preferred Enemy vs 1 squad), they have Infiltrate, and exchange special ammo for Banestrike-only Combi-bolters. Like Seekers, they have Implacable Advance (Scoring) and Precision Shots. Each Headhunter can take Combi-Weapons and a single model can trade his Combi-Bolter for a Banestrike Heavy Bolter with Suspensor Web
  - **Lernaean Terminators:** The Elite of the elite among the XXth legion, these unique Terminators come with Cataphractii armor, Power Axes and Volkite Chargers, and are WS5, Scoring, with Stubborn, and the team leader also has 3



attacks base. Instead of the standard Reaper Autocannon for a heavy weapon, they can take a Conversion Beamer.

- **Saboteur:** The AL's unique Consul. Has a stronger sabotage attack than the Vigilator, with D6 S6 AP3 hits against things with a Toughness value, or an auto-penetrating hit with an AP 2 value against vehicles and this attack ignores cover saves. The Saboteur's shooting attacks also benefit from Precision Shots but in return, a Saboteur must deploy from reserves, and cannot join any units at all.
- **Armillus Dynat:** "Armillus Dynat" is in fact a title bestowed on anyone who possesses the needed skills, possibly like other "unique" AL characters. An interesting choice that makes Alpha Legion units and Dreadnoughts in your opponent's deployment zone gain re-roll on Sweeping advance rolls and +1 on the vehicle damage chart, so take Tank Hunters to get those Penetrating Hits. He exchanged 1 attack for one more Wound (4) and has Weapon mastery and a Power Sword/Thunder Hammer, along with Venom spheres, Iron Halo, a Phosphex bomb and a Cognis Signum, which ends up being +1BS to a unit because he has no ranged weapons. He has to be the Warlord, and has a unique Warlord trait that allows you to grant one infantry unit the ability to deep strike with re-roll on the scatter.
- **Exodus:** The Assassin. He has a sniper rifle called 'The Instrument' that can be fired in two modes - Rapid Shot makes it S5 AP4 with Salvo 2/4 and Rending, while Execution Shot makes it S6 AP3 with Heavy 1, Rending, Ignores Cover, and Lethal (unsaved wounding hits inflict two wounds instead of one). To make him more effective at picking off special snowflakes, he gets Precision Shots on a to hit roll of 4+. However, he can never be the Warlord and can only join Legion Reconnaissance Squads and Headhunter Kill Teams. With Infiltrate, Move through cover, Scout, Acute senses, Cameleoline and IWND, Exodus can do well enough on his own.
- **Autilon Skorr:** A unique Alpha Legion Consul-Delegatus from the HH Weekender 2015, he's a basic Delegatus with Artificer Armor, a Refractor Field, and an MC Power Axe, all for 125 points. He gets to *choose* his (strategic) warlord trait (though he can still roll on the other tables) and is Ld10.
- **Alpharius:** 415 points, Sire of the Alpha Legion grants all Alpha Legion units Preferred Enemy (Everything) and gives Alpharius Counter attack, Move through Cover, Scout, and Crusader - but not right away. You see, after both sides deploy, he can opt out of his current position (e.g. on the table, in reserves etc.) and instead choose to hide in any Alpha Legion Infantry unit in the Primary Detachment, disguised as a rank-and-file model. Alpharius can reveal himself from turn 2 onwards (and does so automatically at turn 5), replacing any one model and gaining all of the above buffs. If the unit hiding him is "falling back" when he reveals himself, it auto-rallies, and if it's destroyed while he's still hiding (or if it is in a Transport and there is no space



for him), he just goes into reserves (you must write which unit is hiding Alpharius.). Be careful though: remember that he is Bulky and that he can only be revealed at the beginning of your own turn, so if he is hiding in a transport at full capacity he could be impossible to reveal (for example, in a ten-man Breacher squad riding inside a Rhino), so plan accordingly (i.e. disembark in advance). Armies led by Alpharius can also Seize the Initiative on a 4+, and grant units arriving via Outflank a +D3 movement bonus. Best of all, whenever an enemy unit passes its reserve roll and you *happen* to have a unit of that exact same type in reserve, roll a D6: on a 4+, the opponent brings in your unit instead.

Alpharius bears the following wargear:

- **The Pythian Scales:** 2+/4++ and ignores the effects of Poison and Fleshbane. It also makes him immune to Phosphex (which has Poison 3+ rule) from any source.
  - **The Pale Spear:** AP1, Armourbane, and Instant Death along with Two-Handed.
  - **Venom Spheres:** Grants Hammer of Wrath.
  - **Master-Crafted Plasma Blaster:** 2 S7 AP2 shots with re-rolls for to-hit rolls"
  - **Cognis-signum:** Provides Night Vision and keeps infiltrators away within 18", while also granting Interception within the same range. Also, if he doesn't want to use his blaster, gives +1BS to a unit within 6, such as the unit that was hiding him.
  - **Nuncio Vox:** To get Deep strikers and accurate Barrages.
  - **Cameleoline:** Grants stealth, which gives +1 cover to he and his unit.
- **Weaknesses:** With only 5 attacks, Alpharius cannot handle hordes or tarpits well (though he can quickly skewer small squads of multi-wound models just fine), so he needs a good retinue unless you feel that putting him in a deathstar unit will give away your attempts to hide him. Never forget that Poison and Fleshbane attacks often have blast templates, and that his Poison/Fleshbane immunity only applies to himself, so well-aimed Poison attacks or even a lucky Phosphex artillery barrage could reduce his retinue to toxic sludge and leave him standing all by his lonesome in the open against the enemy's guns. Keep him away from other Primarchs and use his hiding ability to get him where your opponent least wants or expects him to be.
  - **Sworn Brothers:**
    - **Imperial Army:**



# *~Fighting The Legiones Astartes~*



### ***The First Legion: The Dark Angels***

When fighting against the first Legion, the first thing you must ask yourself is “are they using a wing?” If the answer is yes, hope it’s the Ironwing. In any case, the Dark Angels excel in close combat, and through smart use of their jetbikes if using the Ravenwing. They will often be low in numbers if they try to capitalise on these assets. You can use this to your advantage by playing to the objective. Where possible, use high-strength, low AP weapons, especially demolisher canons and the almighty Typhon siege tank to target and eliminate jetbike and bike assets.

With the Iron Wing, again, they will be low on infantry, as they have to spend a vast points sum on tanks and armour. These tanks are not as strong as Iron Hands or Salamanders vehicles, and consequently can be killed with not much more difficulty than regular armour.

When fighting against the characters in assault, your main bet is on instant-kill weaponry or by being *\*better\**. Emperors Children, Blood Angels, Space Wolves and to a lesser extent World Eaters can all win in challenges against Dark Angels, however you must remember that the Dark Angels are only a half-list and subject to change.



The Second Legion: ++Redacted++



## *The Third Legion: The Emperors Children*

The 3<sup>rd</sup> Legion are a sticky one to face. On the one hand, their elite units can be terrifying, on the other, they are predictable. The elite units are vulnerable to BEING charged, losing almost all of their benefits. The Phoenix terminators in particular are vulnerable to this, easily beaten if you can throw a few terminators into them.

The Palantine Blades are a rare sight on the battlefield, their miniatures used more for their ornate armour for characters than for their intended purpose. They are seen a points-sink by most EC players, but on the rare chance that you come across them, just shoot them. They are marines. If they are deep-striking, simply deny a clear landing zone near any vulnerable units.

The Noise Marines are as easily killed as marines, so if you stay outside of their range you can easily deal with them.

Overall, the legion plays very much straight out of the book, with no great bonuses beyond a slight edge on the charge. If you are playing a force with more powerful legion traits on your basic infantry, you will likely overwhelm them. This is to say nothing about the power the Mechanicum wields with their access to massed ap2 and ap3 firepower.



## ***The Fourth Legion: The Iron Warriors***

The IVth legion are hard as nails. Whilst the 3<sup>rd</sup> are easily killed, and the 1<sup>st</sup> are neutered out of the gate with their half-list, the 4<sup>th</sup> legion is a rock, utterly dominating the ranged game. The Iron Warriors are easily able to withstand shooting, their morale never affected by shooting, and their own firepower equal or superior to their enemies thanks to their vaunted Siege Tyrants and their superior artillery in conjunction with their Rites of War.

There is one way to kill Iron Warriors, and that's to assault them. Their morale is fragile in assault, and they have only one unit designed for combat, the expensive and thus comparatively rare Iron Circle. If you are in Zone Mortalis, they will end you, so try and distract them and play to the objectives.

Close the distance fast, tackle the strongest ranged units first, and then mop up the almost virtually stock-marines.



## ***The Fifth Legion: The White Scars***

The 5<sup>th</sup> legion are only half fleshed out, but strong. Their weakness is that they have no buffs to saves or morale bonuses. Do not underestimate their speed, as they will close the range incredibly fast! You have to focus down the greatest threats first, hopefully forcing morale tests and wearing them down. The best case scenario is that the player opposite you decided to sink all their points into jetbike deathstars and you can focus down their forces piecemeal, especially with Terminators and specialist units. Psykers, Automata and Daemons are also viable counters as the lack of fearless means you can hamper their units and their weaker morale.

Also, despite brilliant hand-to-hand wargear, the White Scars have no wargear that increases their durability beyond their bikes/jetbikes. Instant death weapons are the bane of their existence, and striking before them in melee, with items like Phoenix Spears, Calabanite Warblades etc. will give you a strong chance of success, Legantine Axes get a special mention here for the auto-wound aspect. Yes, they can hit you at ap2 at initiative, but many legions have access to 3++ saves so it shouldn't be a match ender.



## **The Sixth Legion: Space Wolves**

The Sons of Russ are top tier at this stage, but not without their weaknesses. Being extremely melee dependent means that they become somewhat more predictable than some legions. You know that Grey Slayers are inferior to Legion Tactical Squads in a shoot-out, so make them fight you that way. The use of armoured assets will also mitigate their impact (Land Raiders and Dreadnoughts, I'm looking at you) and if played wisely can tie up large swathes of their army.

Leman Russ himself is a monster, and WILL kill anyone shy of a fully-buffed Magnus the Red. The Armour of Elavagar is too strong on the surface, but the trick is that it only works in base to base contact. So what do you do? Throw a sacrificial lamb in there. A Primarch with command squad for example can throw one member into base to base, the rest all crowd around 2" away and you punch the crap out of Leman Russ with no negative modifiers. Obviously for this to work, you want to whittle away his bodyguards as best you can, and thankfully most Primarchs have a S10 attack option in melee, so you can one-shot those pesky pet wolves of his.



## **The Seventh Legion: Imperial Fists**

So, you are up against Fists. Not a problem. Oh, wait, it's the Stone Gauntlet? Well, thankfully there is a solution! (several in fact). First and foremost, they are slow. Unless they have vehicles they are generally foot-slogging and with void-hardened armour they are a tad worse than the average marine. Take advantage of this by using graviton and phosphex weapons, you can lay down patches of difficult terrain, and even if they survive the initial blasts (highly likely, they are tough as nails) they will be wading through the shell craters. Graviton Rapiers get a special mention, as placed centrally they can dominate the table with their 36" ranged haywire large blasts.

Secondly, the +1 toughness key feature of Stone Gauntlet is based on 2 models being near the targeted model. So, if you can successfully isolate members of the unit you're firing at (try flanking fire) you can negate the toughness bonus. It's not easy, but Raven Guard and Alpha Legion players especially should be able to pull it off.

Templar builds are dealt with in one quick and easy move: terminators. Generally, they will only equal your terminators in numbers, and despite all their 'awesome' wargear, they simply can't beat Terminators in combat, especially Legion specific units such as Deathsquad. Just beware that Phoenix Terminators outside of a charge will likely draw out the combat eternally as everyone will just bounce their attacks.

Dorn is a pushover, hard to kill by anything other than a Primarch, and not strong enough to really kill many in return. His strengths lie in buffing the army, and he is an A+ target if you get the chance to kill him. His armour will mess your day up.



## **The Eighth Legion: Night Lords**

Night Lords can make life hard if they are running deep-strike spam. A lot of it is negated by the purchase of simple Augery Scanners. A Night Lords force deep-striking within 18" of 4 twin-linked phased plasma fusils has as a certain death wish. Some Legions can beat them at their own game, specifically the Raven Guard and Alpha Legion, and a wise commander will have a Damocles or Land Raider with Explorator Augery set up for delaying their reserves.

Thankfully, most of the Legions that are slower and caught off guard by armies like the Night Lords tend to be the ones with fear-ignoring abilities or good morale buffs, so you can largely negate a lot of bonuses.

Night Lords armour is stock in configuration, whilst their infantry is incredibly deadly in combat. The key is to always ensure that you start combats on favourable terms. Try to charge them first and foremost, and also try to outnumber them when you do so by at least 25%. This will make it extremely unlikely for them to gain any of their benefits for outnumbering.

Terror Squads are killed as easily as any power armour, and only come into their own up close. Raptors on the other hand cost all the points, rely on charges and hate units that can hit back as hard or harder, such as Invictus, Dark Furies etc.

Konrad himself is a melee powerhouse, and the only Primarchs that can catch him are Corax and Mortarion. Thankfully, if you can isolate him, a well timed volley of fire can drive him off, as most players won't like the idea of their Primarch dying to shooting and they will run him for cover just to escape the plasma tactical support squad raking him with ap2. It's not much, but try and focus his army more than him, and play the objectives because he can only deal with very isolated areas at once. Overall the Night Lords morale is terrible and should be exploited to the max.



## ***The Ninth Legion: Blood Angels***

Another Legion that is rules light. That said, they can really bring the power, with even the most basic marines putting up a solid fight in close combat. They also can potentially dominate the midfield firefight with massed assault cannon fire.

Their weakness? Iron Warriors first and foremost. Secondly, anyone who plays an army like the Iron Warriors. This could be Ordo Reductor, Militia Mech forces, Solar gunlines etc. Template weapons and anti-tank that is ranged over 24" will cause never ending grief for them.

If you do get into assault, there isn't much to do here, but if you happen to be an assault intense army, you'll cope just fine, possibly even gaining the edge thanks to being the only one with specialist melee forces.



## The Tenth Legion: Iron Hands

Immobile, solid rocks. They rely on transports to get around, and play very static. Whilst their tanks and infantry are rock-solid, I have found that a few graviton rapiers can literally tear whole armies apart, as the infantry struggle with the loss of their vehicle assets. As they lack any real powerhouse units in melee beyond Automata, you can break them up simply by killing their tanks and focusing down their infantry slowly and methodically.

If they do happen to have automata, my advice is fleshbane weapons. Rad missiles and phosphex are key here, and can not only hamper and wound the unit, but also drop their toughness making it so other weapons like boltguns can once again pose a threat to them. If you do come across automata, try and hit them from two-sides with rad missiles, as the more models affected, the higher the chance of dropping overall unit toughness by -1.

Gorgon Terminators are about as easy to kill as any other terminators, don't be too afraid of them, just calmly deal with them the old fashioned way, plasma, melta, las, demolishers etc.

Medusan Immortals are slow and essentially breachers with FNP. You don't come across them often, but when you do, a demolisher cannon hit will cripple the average squad in one turn.

When dealing with Ferrus, just remember he's a huge points sink, and that if he is in a vehicle you're wasting your time trying to kill it with anything less than bulk haywire, as he'll repair the unit in his own turn. If he's with a unit and does get out, again, try to saturate the area with grav or phosphex, the difficult terrain will handicap his unit and often times Ferrus will leave his unit in frustration. The aforementioned rad missiles are a great way to reduce his toughness and negate his legion rules, however he will be incredibly hard to actually wound through his armour save.

The best policy? As with most Primarchs, ignore the problem or tarpit it.



The Eleventh Legion: ++Redacted++



## **The Twelfth Legion: World Eaters**

Spartans full of infantry is how most of the higher-functioning World Eaters players roll. In this instance, A: Graviton, B: Thudd Guns, C: counter charges. Kill the tanks with Grav. Leave the units slogging through difficult terrain, thin their numbers with artillery, especially Thudd guns, Basilisks etc. When they do finally come in for the assault, try and charge them first. Whilst charging may seem suicidal, you can negate most if not all of their advantages as the premier assault legion. Do remember that if they spent all their points on 20-man units with apothecaries in Spartans, they'll likely have only 2-3 of these units in their army and little else, making them far easier to contain.

Rampagers are marines with many attacks and mediocre weapons. Nobody uses them because they die as easy as a tactical marine and cost twice as much. If they do use them, remember, they die as easily as a tactical marine.

Red Butchers are scary as it gets. A little bit of 'vitamin demolisher' goes a long way towards reducing their effectiveness, thanks to instant killing them even through feel-no-pain. Also, if they are sitting on an objective, let them keep it, they don't score, so it won't affect you in the least.

Angron suffers from terrible armour. Rad missiles on destroyers are his nemesis, and a few hits will hit, will wound, probably get past his invul (it's a 50% chance either way) and then start dropping his toughness. At that point bolters start to become really scary and watch the World Eaters player struggle with the life choices he is now faced with.



## *The Thirteenth Legion: The Ultramarines*

When playing against Ultramarines, you have two certainties: strong units, strong morale. You have to outmaneuver the Ultramarines, especially through outflanking. You have to isolate them. You have to deal with them piecemeal as in a pitched battle they will hold up to nearly anyone thanks to a great set of abilities and traits.

Their special units boil down to Fulmentarus Terminators and Invictarus Suzerin. Nobody arms their breachers with power swords, they cost as much as Invictus if you do. The Locutarus are made worse by the Rite of War so you don't see them.

In the event of Fulmentarus, whittle their numbers down to 6 or less with shooting and you'll largely negate the unit. If you have the means, lock them in combat, as many Ultramarine players won't fork out for the power fists, and you'll 'only' be facing mace-armed terminators. If you can lock them in combat for just one or two turns, you'll essentially ruin the game plan for them.

Invictarus on the other hand are Breacher marines with artificer armour and 'stay the hell away' power axes. So, grant them that wish, stay away, make them foot slog towards you. Bonus points for employing the graviton-phosphex-delay strategy I keep pointing out, there's nothing quite like watching Guilliman and 10 Invictarus going 1" per turn through terrain after a few bad rolls.

Guilliman himself will beat many Primarchs in combat and is a fantastic buff unit. My advice, is simply avoidance or tarpits. With only 4 attacks a well used sacrificial squad, say, a 20 man tactical squad with a chaplain, can hold him up for a minimum of 6 player turns. If you get lucky they might even cause a wound or two along the way.



## ***The Fourteenth Legion: The Death Guard***

So, you are fighting Death Guard. They don't run. They're slow. They have lots of nasty weaponry. What do you do?

Praevians with outflanking Vorax Automata are a nightmare to Reaping armies, as by the time the Automata come on it's too late for the forward units of a Death Guard army to turn around and come back. Deep strikes can also have a solid impact on the game.

Mortarion is virtually going to get into combat turn 1 or 2 thanks to the shadow of the reaper, especially in Zone Mortalis. Terminators can tarpit him, and with a Chaplain can win the fight in the long run. The Death Guard are a hard army, but Demolishers and Medusas will be your best friend. Grave Wardens and Deathshroud are both short-mid range, and they are both vulnerable to pie plates and AP2, so consider those as hard counters. Lastly, Psychic powers such as Invisibility will make units literally immune to much of their shooting, as templates cannot be snap-fired at invisible units.



## The Fifteenth Legion: The Thousand Sons

The Thousand Sons are supreme psykers and this can lead to the view of them as overpowered. Apparently, people forget that there are some hard counters and sneaky tricks you can use against them.

First, character assassination. Not like politics, if you can kill all the independent characters in the army, the whole army becomes somewhat crippled, with leadership dropping by -1 across the board and all units no longer able to sweeping advance.

Secondly, perils of the warp will quite literally affect the whole army, so kit out some Sisters of Silence with psyk-out grenade launchers, fire them into a multi-wound HQ, and for every wound they (or any other psyker in the unit, aka go for brotherhoods) take from perils, every unit in the Thousand Sons army must take a pinning check. Theoretically, this could be up to *13 pinning checks, for every unit*. Let that sink in.

Sekhmet terminators are strong for their points, but S8 weapons and especially other terminators with power fists will violate them in horrible ways. Remember too that they are restricted to the worst psychic disciplines.

Khenetai Blade cult will destroy anything in power armour, so simply send units that have artificer or terminator armour into them. Better yet, send a dreadnought and watch the blood spray.

Magnus himself is a beatstick, but his ideal spell loadout (Iron Arm, Nova-D, Invis) is virtually impossible to roll up, and even just Iron Arm and Nova-D is a 1/3 chance best-case. In this instance, he will only ever excel in one area which makes him more predictable and easier to deal with. Running Biomancy? Then he's going for close combat. Running Pyromancy? He's going for the D-nova. Telepath? That's an invis-build right there.

Oh my god! Magnus is going for a D-nova! What do I do? Well, in good days, you have a Librarian, especially a character with Adamantium will. You can increase that deny-the-witch to a 4+, and if you save your dispel dice, you can throw them all at that one power.



## **The Sixteenth Legion: Sons of Horus**

With Horus, they can drop a Justaerin squad into the guts of your army and sweep through it. Without him, they are probably the most overcosted faction in all of the Legions, who don't benefit from allies, and don't excel in any one area. Whilst have fantastic units, they come at a high price-point and generally can be dealt with more easily than other legions if you simply keep calm and prioritise targets.

The only advantage they have over other legions is honestly they can reroll about 50% of their failed reserve rolls, and they can use it to get a lot of models on the board. Used with a Damocles and you might be on to something.

In any case, with no morale bonuses, and little to no overt benefits in assaults (merciless fighters is at initiative 1, and you will rarely outnumber) they play very vanilla.

In case of Horus, please refrain from directly engaging unless you can throw a pimped out Magnus or Russ into him. He and his Cataphractii are relatively slow, so keep in mind the ol' Phosphex/Grav terrain slowdown trick and you'll be just right.



## ***The Seventeenth Legion: Word Bearers***

These bastards straight out wreck Thousand Sons, so don't even bother trying to fight them with mind bullets (except papa Magnus). Ashen Circle die to bolters, Lorgar is weak without his powers, so you can generally bet that if he is in the force that he is using his Transfigured variant. In this case, he can pose significant problems as he is adept at using blessings to make himself far stonger. However, his weakness comes from not having very good support troops to make a command squad with. Thus, Lorgar can be easily singled out and swamped by units like Red Butchers who'll mince his retinue.

Obviously, the Gal Vorbak come to mind when we think of Word Bearers, but the poor guys are limited to some extent as they cannot attach any characters who are daemons to their units, and the Mhara Gal causes more harm than good to hang around. How do you deal with them? Well, their armour saves are middling, so plasma fire is effective, but I suggest simple things, such as Mauler pattern bolt cannons or rad missiles, which although they can save against will still cause the casualties to add up. Bonus points for being a Praevian unit and outflanking with 5 Castellax before pulling this off. Bonus-bonus points if they charge you and you have flamers equipped.

In general the characters are solid and provide a range of buffs to the army, so I try and target them first, removing any potential psykers, debuffs and passive buffs that they may have. Do remember Word Bearers have probably the best morale in the heresy outside of being flat-fearless, so never place your hopes and dreams on morale checks.



## ***The Eighteenth Legion: Salamanders***

Salamanders are a strong army, with excellent resistances and strong supporting firepower. Their vehicles and armoured assets are rock hard as well. So, how do you beat Salamanders?

Salamanders lack destroyers and moritats, as well as 'most' rad and phosphex weapons. This makes them more vulnerable to high-toughness units and Castellax/Domitar/Iron Circle etc. can all steamroll through anything less than Firedrakes, and even then, at a pinch, kill several before going down. Most of the vehicle survivability in the force is tied to anti-firepower, and in close combat they are no tougher than a regular vehicle. Dreadnoughts, especially Leviathans with armoured ceramite can wade effortlessly into the infantry and be confident that they will come out on top. Just watch out for Graviton and Spartans.

Vulkan himself is incredibly tough to kill, so my suggestion, as with most primarchs is avoidance. You can comfortably keep him at arms reach with the now common phosphex/graviton combos, slowing his death star down to a crawl. The big guy is immune to plasma, so don't even waste your time with that.



## ***The Nineteenth Legion: Raven Guard***

The Raven Guard are very very vanilla except for the fact that they can infiltrate most troops, and that bikes/jetbikes/jump troops/terminators all have furious charge. The key to Raven Guard success is to concentrate your forces at the start of a battle. Mass-infiltrating can refuse flank and nothing frustrates our enemies more than having to 'guess' where you'll deploy, followed by 60 infantry popping up 12-18" away on one side of the table, probably right next to something you want nowhere near them. Often, the bikes/jetbikes etc. will outflank from a flank, bonus points if they deploy on the opposite flank because in all likelihood all their vehicles turned towards your army and have their rears now facing the oncoming units.

So, now you know how they play, how do you counter this? First, Augery scanners. Second, sacrificial units out front. Third, refuse flank right back, concentrate your forces in the corners of the table if possible, providing the best lines of fire. Use your own infiltrators such as recon marines, or even a sacrificial Imperial militia unit to deploy along the board edges to deny pesky outflankers.

Overall, most legions have bonuses in assault, or tougher armour, so if you end up in an attrition fight with Raven Guard, 9/10 times you're going to win.

Corax is weak against Terminators and Primarchs, and despite having hit-and-run, even thunder hammers are not overly effective at pinning him as he can remove himself from play into reserves. In this instance, just try to cause as many wounds as possible to him prior to him fleeing. He won't get IWND rolls whilst in ongoing reserves, so when he does come back he'll be weaker for it.



## **The Twentieth Legion: Alpha Legion**

Nine times out of ten, they will take infiltrate for their mutable tactics. In this instance, all the same rules apply as with Raven Guard. Just remember to extend the bubble of expendable units outwards or LOS blocking armour, as units, especially terminators, firing massed Banestrike ammunition from bolters/combi-bolters will quickly chew through valuable infantry assets. Their Primarch is a force amplifier and solid as a rock against most units, however a determined and large assault against him will see him wiped, especially if led by a Primarch who can pretty much all slaughter him.

Their counter-reserve game is on-point, so try to avoid reserves when playing against them, and try and deal with them piecemeal. Their vehicles are entirely vanilla, so are a bit of an Achilles heel if you go for them. They are one of the few armies which automata aren't as strong against, however Domitar and Iron circle get a special mention for their ability to shrug off most firepower and assaults. Do remember that if Alpharius is in play that all their infantry get preferred enemy everything, so you have to be very careful as they get a lot stronger from this, getting to re-roll 1's is never to be underestimated. Just keep them outside of 18" and you'll dominate them.